



DONKEY KONG COUNTRY 2
Chimp or chump? Is Diddy Kong's Quest any good?



SERIOUS SAM
We give this seriously mental first-person shooter a good going-over. Exclusive review inside!

NINTENDO'S DUAL SCREEN REVEALED!
FIRST PICS INSIDE!

ADVANCE

THE ONLY GAME BOY ADVANCE MAGAZINE!

→ EXCLUSIVE REVIEW!

SONIC ADVANCE 3

Is this the best GBA platformer ever?

→ ULTIMATE REVIEWS!

SHINING FORCE

The Resurrection of the Dark Dragon gets rated!

VAN HELSING

Can the game equal the monster movie's success?

SWORD OF MANA

Does this classic RPG still cut it?

MORE THAN
387
GBA GAMES
RATED!

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→ FIRST REVIEWS!

CRASH & SPYRO FUSION

ONE STORY...
TWO GAMES...

● ENDLESS FUN!

WIN!
CRASH, SPYRO
& TAK GAMES
UP FOR GRABS!

MORE REVIEWS INSIDE!

→ VAN HELSING → PITFALL: THE LOST EXPEDITION → DIGIMON RACING
→ BOKTAI → SWORD OF MANA
→ SERIOUS SAM → SHINING FORCE: RESURRECTION OF THE DARK DRAGON

ADVANCE

ISSUE 08 • JULY 2004

SONIC ADVANCE 3 • CRASH AND SPYRO FUSION • SERIOUS SAM • DONKEY KONG COUNTRY 2 • SWORD OF MANA • VAN HELSING

SCOOPY-DOO!

MYSTERY MAYHEM

Spooky Fun!



Look for Scooby-Doo 2:
Monsters Unleashed
Available Now on
GBA & PC CD-ROM!



SCOOPY-DOO!
MYSTERY MAYHEM

available now on
PlayStation®2

GAME BOY ADVANCE



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WELCOME BACK!

This might only be issue eight of *Advance* but we're on cloud nine. The reason is that this is, without doubt, the most exciting month we've had since we started sharing our love of GBA gaming with you, our readers.

To begin with, our intrepid reporters have just got back from E3, a massive gaming show that takes place in Los Angeles every year where thousands of bigwigs from the gaming industry get together to show off all the best games and gaming systems that are going to be coming out over the next year or so. You can share in all the exciting stuff they brought back in our *Advance* Warning section starting over on page 6.

More importantly though, this is also one of the strongest game line-ups we've ever had the pleasure of presenting to you. Reviews-wise it's a corker. It's not often you get games featuring Sega's, and Nintendo's mascots in one issue so we're well chuffed to be featuring the likes of *Sonic Advance 3* and *Donkey Kong Country 2*. It's also not often you get to experience a game as truly frantic and mental as *Serious Sam*, which is reviewed here, too.

More big hitters feature in our Previews section. If you're a Mario fan (and let's face it, who ain't?) you might like to see our First Looks on *Mario Golf: Advance Tour* and *Mario Vs. Donkey Kong*. Add to that our big lead preview of *Banjo Pilot*, a sky racer that promises great things, and you've got yourself an issue that blows the pants off everything that has gone before. Well, that's what we reckon anyway. See what you think.

Have fun!

Andy Dyer
Editor



SONIC ADVANCE 3!
go to page 36 now...

EXCLUSIVE REVIEW! SONIC ADVANCE 3

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Join the spikey speedster and friends
on p26 for their latest adventure...

Previews

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The *Continuing Adventures* revealed...
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Loads of toons in one insane game!
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Raise your (plastic) sword aloft!
- 30 CATWOMAN**
Can the feline heroine land on her feet?
- 32 MEGA MAN BATTLE NETWORK 4**
Sneak peek at this unusual strategy spin-off!
- 33 MEGA MAN ZERO 3**
Classic *Mega Man* is coming to GBA.

Reviews



SHINING FORCE: RETDD
Guide cute folk around villages and talk a bit.



SERIOUS SAM
This game is anything but serious. It's mental!



DONKEY KONG COUNTRY 2
The classic SNES game gets a GBA release!



CRASH: FUSION
Crash Bandicoot in a game of two parts...



SPYRO: FUSION
... Spyro The Dragon being in the other part.

HOW
FAST?





20 BANJO PILOT
It's racing, but not as we know it!



ADVANCE A TO Z

START HERE...

EVERY GAME REVIEWED

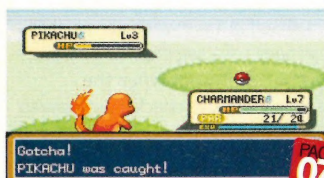
GAMES HIGHLIGHTED IN YELLOW SCORE 80% OR ABOVE!

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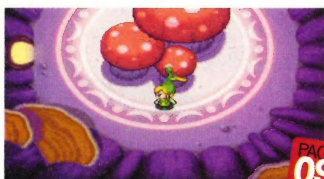
06 HELLO, NEWS! ADVANCE WARNING



WIRELESS POKÉMON!
Cable-free fun with Fire Red and Leaf Green.



BOKTAI 2!
Solar Boy strikes again. Get outside more!



ZELDA: THE MINISH CAP!
Zelda goes small (not the game, the characters).



NINTENDO DUAL SCREEN!
The DS handheld console finally gets unveiled!

PLUS! FIRST LOOKS!
MARIO GOLF: ADVANCE TOUR
MARIO VS. DONKEY KONG



16 MOUSTACHE MADNESS!
MAZZA!
Exclusive peeks at Mario Golf: Advance Tour and Mario Vs. Donkey Kong

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COMPO!
Tak copies up for grabs.

76 BELTER OR SMELL-TER?
DIRECTORY
Almost 400 GBA games rated.

97 SPILL YOUR GUTS!
LETTERS
Ask any GBA question and our vast brains will literally "think" you the answer. ("Not literally")

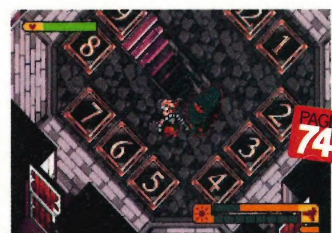
34 PRIZES TO BE WON!
WIN!
5 copies of Crash: Fusion and Spyro: Fusion to be won!

BUSTED!

Failure is not an option.
Our tips and play guides
will make you the
ultimate GBA gamer!

CHEATS AND TIPS
ADVANCE CHEATS
Top cheats and tips for the latest GBA games in our all-new Advance Cheats section.

WALKTHROUGH
SPLINTER CELL: PANDORA TOMORROW
Our sneaky guide will see you through to the finish.



ADVANCE WARNING

Nintendo is the greatest!

NEWS FROM THE WIDER WORLD OF GAMES...

SHOW STOPPER!

The world's biggest videogames show – E3 – has just been held in Los Angeles and this year was a corker for GBA...



★ Looks like Link can't find his way to E3. There'll be no sampling the delights of the new DS console for him, then. You can find out all about it on page 14.



★ This was taken moments before the world's biggest games show opened when thousands of folk would swarm into the vast halls.

This time of year is especially exciting for videogame fans because, thanks to an event called E3, it's when all the new games and gaming systems that will come out over the next year are unveiled. Luckily for us – and more importantly you – we were able to send a couple of snoops off to sunny California to attend the show and bring back all the GBA news they could find.

Now, you might expect the stars of E3 to be games for the big consoles – and indeed there was plenty for GameCube, PlayStation 2 and Xbox owners to get excited about – but this year was a little different because there was an unprecedented amount of new GBA releases being shown off and, thrillingly, it was also the event where Nintendo's new DS handheld was finally unveiled.

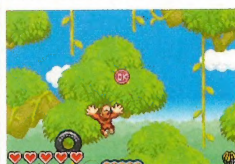
Our Advance Warning news section is always a thoroughly interesting part of each issue, but this time it's even more

fascinating because we've been able to fill it with exciting stories and images straight from the E3 show in Los Angeles. For the full story on the DS handheld you need to scoot over to page 14 where we've compiled a special report outlining all the facts about this remarkable little device. Not only do we have all the info about the machine itself but we were also treated to sneak peeks of a selection of games that will be coming out when the machine launches so check it out now to see what lies ahead for portable gaming.

But that's the future. Things are equally exciting on the here and now of GBA gaming. Over the course of 2004 there are some amazing titles coming out and we've got them all covered right here for you. *Pokemon Fire Red* and *Leaf Green*, a new *Zelda* game, *Kingdom Hearts*, *TRON 2.0*, *Boktai 2*, the next *Yu-Gi-Oh!* release, *Metal Slug*, old timer *Pacman*... they're all here. We've even got our grubby mitts on *Mario Vs Donkey Kong* and *Mario Golf Advance Tour* so be sure to dive into our special First Look features starting on page 16. Like we said, it's always a good time of year for gamers, and this year it's especially good for GBA gamers.

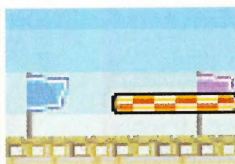


ADVANCING! FOUR TO WATCH... Nintendo are coming on strong and it's a good year for footy too.



DONKEY KONG KING OF SWING

Our old mate DK appears in a game which features a unique control system allowing Kong to swing around madly activating switches and stuff.



MARIO PARTY ADVANCE

All the fun of the full sized game and more in this handheld version. There are 60 mini games to get your head around and a link-up battle mode for you and your friends.



MARIO PINBALL

This looks cool. Play through loads of single screen pinball challenges, bouncing off the scenery and enemies as you try to rescue Princess Peach who's been kidnapped... again.



FIFA FOOTBALL 2005

This shot isn't from the GBA version. Aw shame. But if the developers get it right, this should be a delightful little slice of footy action. Just the thing to follow our Euro victory.

INCOMING

Some more games that are threatening to eat our spare time this year...



TOKYO EXTREME RACER

■ Crave ■ October

This is a racer to really look forward to. It will feature 16 cars which you can tune and tweak to your heart's desire. You can then take on 60 rivals across courses in Tokyo, London and LA. Looks nice, too.

ANTICIPATION: ★★★★★



SPIDER-MAN 2

■ Activision ■ Summer

Time for some more web-slinging action to coincide with the release of the movie sequel. This time your spider sense will be tingling in anticipation of showdowns with the Lizard and Dr Octopus.

ANTICIPATION: ★★★★★

FROM: NINTENDO OUT: OCTOBER 2004 ANTICIPATION: ★★★★★

POKEMON'S NEW COLOURS

It's Fire Red and Leaf Green this time around. AND IT'S WIRELESS!



According to the information we were given these new games continue with the role-playing style while adding new features and locations in order to create the ultimate Pokémon experience. We'll be the judges of that, but having seen a few of the things on offer in *Red* and *Green* we can say that it looks like these games might just deliver on the promise.

Plotwise there's absolutely no change though. As a novice Pokémon trainer you get given a Pokémon and Pokédex by Prof Oak and you have to trog around building up your Pokémon and attempting to become the ultimate trainer.

The big bonus this time, though, is that each version of the game comes bundled with a Game Boy wireless adapter. On a basic level this means that you can play with your mates without the need for a cumbersome link-up cable. What it also means is that when you visit the Union Room in the game, your Pokémon – and those of your friends – will appear on each others' screens. From here you can also use the Pokémon Chit-Chat option to send text messages to each other. So powerful is this feature that up to 40 people can occupy the Union Room at any one time and up to five of you at once can join a chat session to talk to each other and exchange game challenges (as well as just talk a bit).

If all this sounds like a foreign language to you Pokémon newbies out there don't worry. Both games feature a brilliant new help system whereby novices can access menus which will provide them with key Pokémon facts, teach them how to battle and give them advice in specific situations.



Check and organize POKÉMON that are traveling with you in your party.

★ Go and pick a load of cabbages. Boil them, eat them, then partake of a farting compo.

Existing fans are also well catered for. There are over 100 Pokémon to collect and the new games are compatible with other versions of the game like Ruby, Sapphire and Colosseum. All in all it sounds like this will be the most technologically advanced Pokémon release yet with plenty of features to appeal to novice gamers and even more bonuses for existing Pokémon nutters.



★ Charmander waits to see who his next opponent will be. The tension...



★ It's old fave Pikachu. Now they can go head-to-head in a fearsome cute-off.



★ You can all meet up here and use your wireless GBAs to talk to each other.



FROM: THQ OUT: TBA ANTICIPATION: ★★★★★

SURVIVAL OF THE MADDEST!

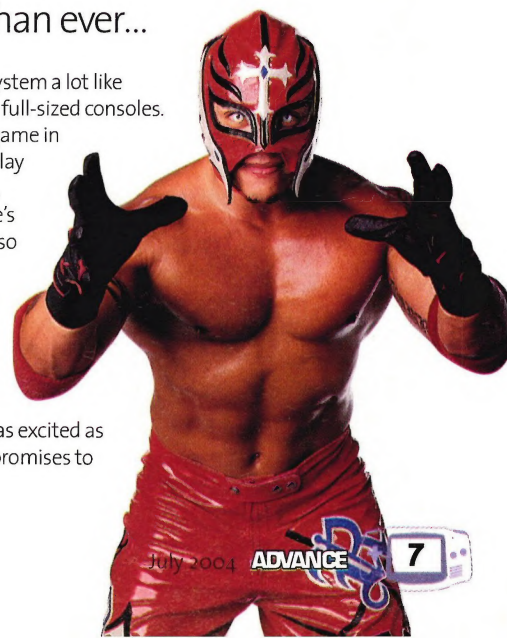
Insane WWE grapplers return to GBA with more moves than ever...

Will we ever tire of WWE games? Some people will. People who poncily pronounce that it's not a 'proper' sport and that it's all made up... to be specific, people who utterly miss the point that it's pure escapist spectacle. Bore in other words.

The rest of us will carry on enjoying the comedy and action of this unique arena of pantomime combat for as long as the folks at WWE and THQ carry on providing it.

And carry on providing it they will – later this year in fact – when the new GBA game *WWE Survivor Series* comes out. There's no firm release date yet, but when it does come out it promises to be a corker. The single-player mode will see you fighting up through the ranks and challenging for the belts in order to become the ultimate champion. Each fighter will have Superstar attributes based on speed, strength and submission skills and there's also a new system of reversals and momentum shifts so

expect a sophisticated combat system a lot like those found in the games on the full-sized consoles. In fact this is a full-blown WWE game in every respect, boasting loads of play modes including Cage, Tag Team, Fatal 4 Way and the like and there's even an extensive link-up option so you can take on – and hopefully ruin – your friends. The earliest you can expect a release is autumn, but rest assured we'll be bringing you the latest pics and info whenever they become available because we're as excited as you are by the prospect of what promises to be the best GBA grappler ever.



FROM: BUENA VISTA OUT: AUTUMN 2004 ANTICIPATION: ★★★★★

CARTOON KINGDOM!

Square's amazing Role-playing/Disney hybrid comes to GBA.

W ooh, we're very excited about this one, not least because the press release we've been given is almost poetic in it's

outlining of the story for the game.

Check this storyline out:

"One night, after traversing endless grassy fields, Sora comes to a crossroads. His mind swims as he recalls his lost friends, whom he misses dearly. They were supposed to return home after their journey's end... but this was not to be. A man emerges from the shadows and speaks to Sora...". Look, enough of that flowery cobbles. Basically Sora ends up in a castle and his adventure begins. What started in the first *Kingdom Hearts* game and its sequel is continued here in *Kingdom Hearts: Chain of Memories*.

This is a good thing. Although *Kingdom Hearts* on Game Cube didn't do terribly well over here, we thought it was a thoroughly entertaining experience so we can't wait for this GBA installment. As before the game is a slick fusion of Square's atmospheric role-playing shennannigans with a host of Disney characters. Hang on, so that's gameplay from the *Final Fantasy* people with characters from the Disney stable... what's not to like? Add to the RPG gameplay some wonderful animated sequences and a card-based battle system and you have a winning formula.



★ **Gaah! I'll never buy my hair care products from that sinister man again.**



★ **Off with their heads. Especially that lad with the bad hairstyle. Chop, chop!**



★ **I too fell foul of the mysterious hair stylist. We are united by our crap do's.**



BLIPS ON THE RADAR

Have you seen the *Fairly Odd Parents* cartoon? If you have you'll already know that it is... fairly odd. If you haven't, well, we haven't got space here to convey just how odd it is. Take our word for it when we say it's a hoot and inevitably, someone's seen fit to make a game based on it. Assuming you have heard of the plot goes like this: The town of Dimmsdale is facing a crisis. The TV reception has been interefered with so it's up to Timmy and his Fairy Godparents to find out what the hell is going on. Needless to say The Shadow is behind it all so it'll be up to the player to traverse the game's six levels using the power of wishes to overcome various obstacles. It sounds as odd as the TV show which can only be a good thing.

What is the appeal of *Pac Man*? It's an ancient game that involves running around a maze eating pills and hoping you don't get caught by ghosts which, eventually, you always do. Actually, that sounds pretty good. And the really good news is that later spin-offs *Pac Man World* and *Ms Pac Man Maze Madness* are coming to GBA in the autumn. Cutting edge they ain't. But they are fun.



FROM: NINTENDO OUT: EARLY 2005 ANTICIPATION: ★★★★★

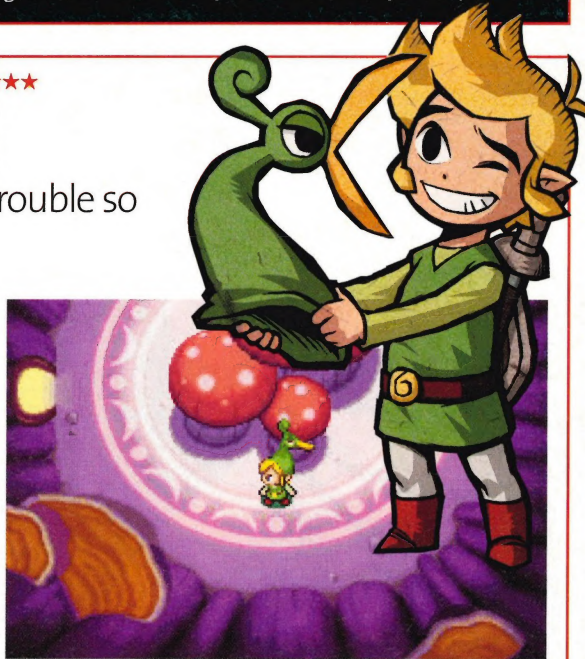
SHRINKY LINK!

The teeny-tiny Minish people are in trouble so once again it's Link to the rescue...

R ight, we've got a big old space to fill on this game and not much information. But the fact is any *Zelda* release is worthy of a lot of space so we've decided, on this occasion, to say not very much and show you a lot.

In this adventure Link is on a quest to retrieve a load of items called Kinstones which have been broken into fragments and spread out over the game world. The twist here is that Link's adventure will take place in the Kingdom of the Minish people who are, in a word, tiny. In order to help the Minish people

Link will have to use the Minish Cap to shrink down to microscopic size. Strange but true. Other than that it's business as usual with lots of exploring, dungeon challenges and the like. So without further ado, stop reading this text and enjoy the wonderful screens we've managed to get hold of.



★ **With the Minish cap on, Link shrinks down to a minuscule size.**



★ **This shows a flagrant disregard for the rights of plants.**

Competition

WIN!!!

TWO COPIES OF TAK
AND THE POWER OF JUJU
TO BE WON!!!

Enter our fantastic compo and two lucky readers
will win a copy of Tak and the Power of Juju.

Rules

1. Employees of Future Publishing, THQ, related companies and their friends and families cannot enter.
2. The closing date of the competition is Friday August 16th, 2004.
3. There is no cash alternative. Prizes may differ from those shown. Advance reserves the right to supply prizes of similar value.
4. The editor's decision is final. No correspondence will be entered into.

If there's one thing our busy, modern, soulless lives lack it's moonstones... and the pursuit of them. It's a good job then, that two lucky readers will soon be able to immerse themselves in Tak's world. Tak is a trainee Shaman whose task it is to find all the moonstones stolen by Tlaloc. Cue a quest through a colourful fantasy world populated by all sorts of unusual characters and Challenges.

PRIZE DRAWING

If the thought of owning a copy of this splendidly magical game appeals to you then you should get entering this compo sharpish. All you need to do is pop your name and address on a postcard or sealed envelope then – and here's the important part – decorate your entry as creatively as you possibly can with pictures of Tak or at least Tak-inspired designs. The best two entries will receive a copy of the game. Send your entries to:

ARTY TAK Compo
Advance Magazine
Future Publishing
30 Monmouth Street
Bath
BA1 2BW



WIN!



THE ONE TO BEAT:

Here's our brave effort at Tak-related envelope art. Surely you can do better. Get daubing now!



TAK IS BACK!

Once you've won a copy of Tak and the Power of Juju and played it to completion, you'll want more Tak action. It's a good job there's a sequel coming out, then. Check out our news story on page 13.

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SABREWOLF™



WANTED

DEAD OR ALIVE

Sabrewulf is raging a campaign of terror across the land...
help Sabreman put things right as he hunts Sabrewulf to a final showdown.



GAME BOY ADVANCE

From the authors of Banjo-Kazooie®



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★ He's paddling his way down the charts. Must be that dodgy fin of his. Aw, bless!

▶ WHAT'S SELLING WHAT?

CHARTS

High-selling handheld heroes ahoy.

CHART POSITION		GAME NAME	
THIS CHART	LAST CHART	ChartTrack	
1	↑	4	POKÉMON RUBY This hugely popular game is back in its rightful place.
2	→	2	SUPER MARIO ADVANCE 4 You can't keep a good plumber down.
3	↑	7	POKÉMON SAPHIRE This game is collecting more fans every month.
4	↓	1	FINDING NEMO This game can no longer scale the heights.
5	★	-	YU-GI-OH! WORLD CHAMP TOURN 2004 Still selling. And there's more Yu-Gi-Oh! on the way.
6	★	-	THE CAT IN THE HAT It's a miracle this is in the charts at all.
7	↓	3	SONIC ADVANCE 2 It was fun - and fast while it lasted.
8	★	-	SCOOBY-DOO 2: MONSTERS UNLEASHED Which was your favourite film? This one?
9	↓	6	SONIC BATTLE Real quality hangs around for ages.
10	↑	11	SCOOBY-DOO: MYSTERY MAYHEM Or did the first film do it for you?
11	↑	14	SPYRO: SEASON OF ICE He's cute, but don't mess with that fiery breath.
12	★	-	VAN HELSING There's a lot at stake for this game.
13	★	-	BOKTAI: THE SUN IS IN YOUR HAND Get outside more, but keep playing games.
14	↓	10	LOTR: RETURN OF THE KING Part three of the Rings Trilogy is great.
15	★	-	SPYRO 2: SEASON OF FLAME Keep on jumping and flaming Spyro.
16	↓	12	DISNEY'S THE LION KING How sad is it when his Dad dies? (snif)
17	↓	13	SPYRO: ADVENTURE It's a triple bill for Spyro this issue.
18	↓	16	CRASH BANDICOOT: XS Maybe we should run a Crash and Spyro chart.
19	★	-	CRASH BANDICOOT 2: N-TRANCED More helpings of Crash Bandicoot anyone?
20	↓	15	CRASH NITRO KART Oh for heaven's sake, this is getting ridiculous.

KEY: ↑ Moving up ↓ Slipping down → Non-mover ★ New entry R Re-entry



FROM: BUENA VISTA OUT: AUTUMN ANTICIPATION: ★★★★★

BYTE SIZE!

Antique gaming polished

We're not - most of us - ancient here at Advance, but there are a couple of old duffers milling around who remember the original TRON movie. It was the first film to use computer graphics on a large scale.

Indeed, apart from a couple of scenes at the beginning and end of the film, the whole thing took place inside a computer with the hero riding light cycles and battling against a huge evil processor which is - looking back at it now - an utterly ridiculous concept. But it was all very magical back then and spawned a brilliant arcade game which featured lots of little mini-games based on sections of the movie.

Now, almost a million years since that first game appeared comes a 21st century follow-up. This time the enemy is an evil computer program called The Corruptor which is attempting to create the ultimate virus and take over the whole computer system. The heroes are digital warriors called Tron and Mercury each of which, unusually, has his own storyline (which presumably means you can play the game through twice without getting bored). Whoever you choose, thirty levels lay ahead of you and within these you'll encounter three different styles of gameplay. There's isometric 3D levels, vehicle combat viewed in first-person and finally those famous light cycle sections. You can even unlock that original TRON arcade game. It can't come soon enough.



★ It's Tron versus the not very well defined pink blob robot thing.

FROM: NINTENDO OUT: SPRING 2004 ANTICIPATION: ★★★★★

LEADER OF THE PACK!

Yet more card-collecting on the horizon...

Advance gamers can't get enough of this Yu-Gi-Oh! mallarky. It seems like every five minutes a new title comes out only to be immediately gobbled up by slavering GBA owners. This one, Reshef Of Destruction, has just popped up on our radar. Just in case you've never heard of Yu-Gi-Oh! - which is as likely as you never having heard of David Beckham - it's one of those Japanese style cartoons based on one of the world's best-selling trading card games. It has also spawned a number of highly successful videogames as we hinted at earlier.

In this latest installment, there are 800 unique cards to be collected including three Egyptian God Cards (fans can start screaming with excitement now). Coincidentally, the game is being released in the States in June to coincide with the launch of the first Yu-Gi-Oh! Movie.

The Reshef of the title is 'The Dark Being' who, unsurprisingly, is the bad guy and intends to shroud the world in darkness if left unchecked. Defeating him involves the usual procession of deck building, strengthening your hand and competing in over 100 key battles. You will also be able to buy and sell cards and even gamble with them. Sorry, did we say 'gamble'? We meant 'wager'.



★ Duel Express? Surely the clue is right there that fighting will be involved.



★ It's difficult for us to explain what's going on here... on account of all that fire.

FROM: NINTENDO OUT: TBA ANTICIPATION: ★★★★★

FIRE FIGHT!

Nintendo's new strategy game *Fire Emblem* has an epic storyline and some top battle action...

Expectations are high for this upcoming strategy game, not least because the mystery and scope of the backstory is fantastic. It begins when a young orphan girl called Lin finds a fallen traveller and nurses him back to full health.

They embark on a journey to train in the ways of swordplay and battle strategy but shortly after they begin their training Lin discovers she is the heir to the throne of the neighbouring Rikea Kingdom. Off she toddles to claim her rightful place but unfortunately she becomes embroiled in a battle for the succession of the throne. With assassins trying to take her life, Lin is lucky enough to be joined by the traveller she rescued who, by now, is a trained battle strategist and pledges to get Lin back to her Kingdom.

What a build up. And the game itself promises to be just as epic. You will need to guide your forces against

wizards and dragons controlling dozens of soldiers each with a range of weapons and magic spells. As well as controlling ground-based troops you also have Pegasus Knights who can swoop down and attack the enemy from above.

To keep things from getting bogged down in one massive, long-running war, the gameplay is split up into smaller objectives each of which needs to be completed to progress. Finally, when you think you're a pretty good strategist you can take your army into battle against a friend's troops in the link-up mode.



★ She's turned to stone. What a great trick.



★ I would say the archer has the advantage in this situation.



★ If you're happiest when studying screens of statistics, you'll find much peace here.



★ Time to do battle with lots of stunted folk.



FROM: THQ OUT: OCT 2004 ANTICIPATION: ★★★★★

BOB'S BACK!

Mad movie spawns game...



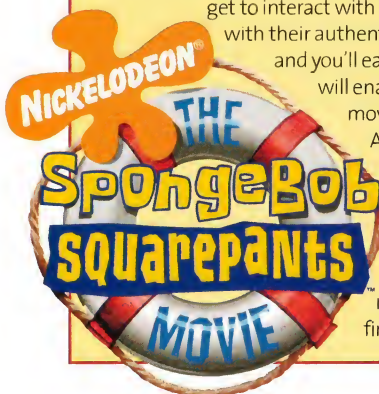
Being fans of the TV show the plot of the movie – and thus the game – makes perfect sense to us. Following the opening of the Krusty Krab 2, Plankton is sent into a jealous rage and decides to use his dreaded and never before used Plan Z.

He then goes on to steal King Neptune's crown, sells it to Shell City and blames the theft on Mr Krabs...

Actually, even we don't know what the heck's going on. This is possibly the maddest and most nonsensical chapter in the weird ongoing saga of *SpongeBob SquarePants* yet. The game sees SpongeBob and Patrick trying to save Mr Krabs and the whole of Bikini Bottom, each of them employing their own unique manoeuvres in order to do so.

As you play through the game's six environments you'll get to interact with the show's characters (all with their authentic voices). Perform well and you'll earn Manliness Points which

will enable you to gain special moves like the Cartwheel Attack, Macho Bash and Electric Guided Sonic Wave Guitar. There are even driving sections in the Patty Wagon. It sounds like absolute madness from start to finish. Excellent!



FROM: THQ OUT: OCTOBER 2004 ANTICIPATION: ★★★★★

CAN'T GET THE STAFF!

Tak sets out on his second thrilling adventure...

If you want to win a copy of the first Tak game, *Tak and the Power of Juju*, turn to page 10 and enter our fab compo. Looks all right doesn't it? The good news is that

a sequel to the colourful first game is already on the horizon and we've got some early details on it.

Taloc's up to his old tricks again so Tak has to try to recover the Staff of Dreams and defeat his old enemy once and for all. This time Tak has a range of new Juju powers to master which promise some fascinating new gameplay possibilities. For a start he'll be able to engage in animal possession and transformation so expect some interesting new abilities based on various different creatures. On top of this there's a whole new potion system which will enable Tak to learn how to make his own unique Juju powers. Aw, they grow up so fast, don't they?

As well as the intriguing Juju magic, Tak will also have a new range of combat moves and weapons at his disposal as he makes his way through the game's

nine new environments. It's not just fun for one though. There's also a host of Dinky Games which will provide head-to-head face-offs with the various playable characters from Tak's world.



★ Whatever the gameplay turns out like, the scenery's going to be gorgeous.



★ Tak leaps around like a mad thing. This might be a jump too far, though.

ADVANCE SPECIAL REPORT

NEWS FROM AMERICA...

NINTENDO DS REVEALED!

Following last month's artists impressions, Nintendo have finally unveiled their new handheld games machine...

After all the fevered speculation (and some pretty outlandish artist's impressions), the Nintendo DS dual screen handheld console has finally been revealed to the industry and what an astonishing little gadget it's shaping up to be.

Looks-wise it's a more subdued and retiring object than we anticipated but while it might have adopted a sober set of clothes, inside it's raw, rippling muscle.

As always Nintendo are determined to be at the forefront of gaming innovation and the DS is absolutely stuffed with cutting edge features. Most obvious is the presence of that extra screen, and only time will tell if that's used for anything other than clever map and inventory screens. On the less visible side the DS will feature touch screen technology, voice recognition, wireless



capability and, well, enough processing grunt to effortlessly run games superior to *Mario 64*. Far from being gimmicks, it's possible that these features – if used properly – will lead to a marked change in the way we play. For example, instead of clumsily selecting menus and items with the control pad, you might simply poke a finger at them. To select a weapon without stopping the action to open your inventory, why not just shout a command at the game? And these are just the more obvious ideas. Who knows what the more inventive developers will come up with?

Unsurprisingly, the industry has taken to the DS immediately. When it was recently presented to them it provoked exclamations of "It was amazing", "This has huge potential!" and "It's going to bring amazing new game mechanics" from the likes of Activision, EA and Atari respectively. They like it, then.

The final bit of good news is that the DS will feature two cartridge slots, one which will take standard GBA cartridges (thank goodness) and a new slot for the DS-only games. It's due to be released in the Autumn in Japan and the US and over here early in 2005 so start shovelling 20p pieces into that piggy bank now.



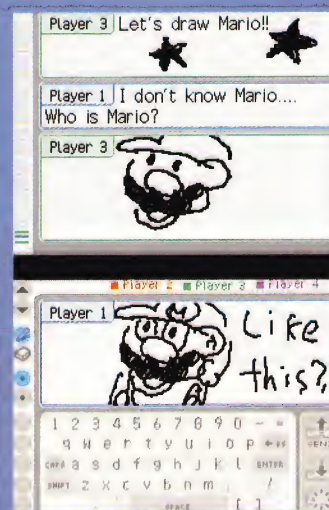
THREE OF THE BEST

Nintendo's DS games are looking cool!



MARIO 64X4

It's *Mario 64* all right, but it seems to feature a whole host of characters as well as Mario himself. Intriguing.



PICTOCHAT

It's a clever interface for talking to your friends by text message and using picture messaging. Wireless fun.



METROID DS

Looking slick, and the useful map up the top is just one of the basic ways in which that second screen can be used.



MISSION: SURVIVAL.

The full story of Samus Aran's first mission finally unfolds. Blast your way through the maze-like caverns of planet Zebes and rid the universe of the Metroid menace. Will you be a hero, or zero?

OUT 9th APRIL

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Only on Game Boy Advance.



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MARIO VS. DONKEY KONG

■ PUBLISHER Nintendo ■ PHONE 020 7307 3103 ■ WEB www.nintendo-europe.com ■ PRICE £TBA ■ SAVE TBA ■ LINK-UP TBA ■ OUT Summer

Two titans of videogaming are soon to clash, just like they first did over twenty years ago. And it's shaping up to be quite a battle. We bring you the latest info...



WHICH CAME FIRST... THE MONKEY OR THE PLUMBER?

It's a no-brainer, isn't it? Clearly Mario is the man as far as Nintendo is concerned. He's their mascot. Donkey Kong's just a bit part player. Mazzer must have come first. Well that's where you're wrong Nintendo fans. It was, in fact, way back in 1981 when the arcade game *Donkey Kong* first emerged. Sure, Mario was the hero in it, so technically they both arrived on the scene at the same time, but look at the name of the game. It's *Donkey Kong*, not *Mario the Plumber*. We rest our case m'lud.



Donkey Kong (1981): Mazzer's the hero, but Kong headlines the game. It was a classic formula and still delivers fun.



Mario Bros. (1983): See? It wasn't for another two years (and two Kong sequels later) that Mario got his own game.

It's taken a while – over two decades – but finally Mario and Donkey Kong are back together. What? You don't remember their first encounter? Ah that must be because the average *Advance* reader isn't a wizened, bearded old fart with a zimmer frame. You see it was way back in 1981 when the original *Donkey Kong* game first appeared in the arcades. What? You don't remember arcades? That must be because... well, you get the idea. Their last encounter was a very long time ago.

The classic *Donkey Kong* was a crude platformer in which Mario, armed only with a mallet, climbed up girders, hopping over barrels that were being thrown at him by Kong who was smugly standing atop the screen trying to prevent Mazzer from rescuing the kidnapped Princess Peach. It was a basic game by today's standards but, to give it its due, it invented the whole platforming genre which would later become popularised by *Mario Bros* (see the 'Which Came First...' box over there on the left). Anyway, here endeth the rather scrappy history lesson. Needless to say, later this year, Mario and Donkey Kong will once again go head-to-head.

Returning to his old kidnapping ways, Kong has stolen all the Mini Mario toys from Toad's shop and in typical heroic fashion,



★ That dastardly hairball Donkey Kong. He's nabbed all the Mini Mario toys.



★ It looks like an old style Mario game, but there are thoroughly modern touches.



★ At the end of each level you face a showdown with Kong himself.



★ Mario is somewhat of a gymnast in this game. Look at him go on that bar.



★ Wahay! Another Mini Mario rescued. Pretty slick work from a mere plumber.

Mario has taken it upon himself to get them all back. The interesting part is that rather than going for a thoroughly modern 3D approach, this game is going right back to Donkey Kong's roots. Not only is it two-dimensional but the gameplay is old school stuff. Taking place across six worlds, Mario has to cope with platforms, ladders and conveyor belts (makes a change from lava and ice) as he guides the Mini Mario toys home. Forget role-playing and complex challenges, this delivers classic tests for your hand-eye co-ordination. There are a few modern day innovations though. A bit of puzzling has been thrown in so you'll need to operate switches and the like and also, as well as simply being able to wield a hammer, you'll also be able to perform new moves like hammer throwing and handstands (though what the point of the latter is we have yet to discover).

It's not just the scenery that's going to test you. There's a cast of familiar foes who are out to make things difficult. Shy Guys, Piranha Plants and Bob-ombs are all trying to foil Mazzer's rescue mission. Should he prevail though and manage to lead all the toys to safety he'll face a showdown with none other than Donkey Kong himself.

Such a simplistic game formula might lead you to believe there's not much to get your teeth into but nothing could be further from the truth. There are six worlds, each of which feature six levels on top of which you have the Boss encounters and a Mini Mario game. If this doesn't add up to a big enough adventure, there are tantalising indications that once you've finished the six worlds, a second, more difficult quest will be revealed. The recent run of classic Mario releases on GBA have given us a reminder of how good simple gameplay can be so this blend of the old and the new should be a triumph.

MARIO VS KONG

It's the match-up of the century. Everyone's favourite moustached plumber, head-to-head against former bad boy turned gaming hero Donkey Kong. But what about their individual games. When all's said and done who comes out on top, and who is found wanting?



DRAW!



SUPER MARIO WORLD

It was the last classic 2D Mario game. Technically brilliant, but arguably not quite as tightly designed as SMB3 on the NES.

DONKEY KONG COUNTRY

Definitely not as well designed as Mario's game, but this marked a fresh new direction for Donkey Kong.



WINNER!

MARIO 64

The game that took Mario from 2D to 3D and established itself as, arguably, the greatest video game ever made.



DONKEY KONG 64

A polished 3D Kong game, but unfortunately, up against Mario's world-shattering game, it lost out big time.



MARIO SUNSHINE

A re-run of the Mario 64 gameplay but with greater scope and some amazing visuals. A solid Mario game.



RESULT PENDING!

JUNGLE BEAT/DONKEY KONGA

A no-show so far, but with the two innovative music games above and Mario Vs Kong on its way, it could be Kong's year.



★ How many Marios? It's a nightmare for anyone with a Mario phobia.



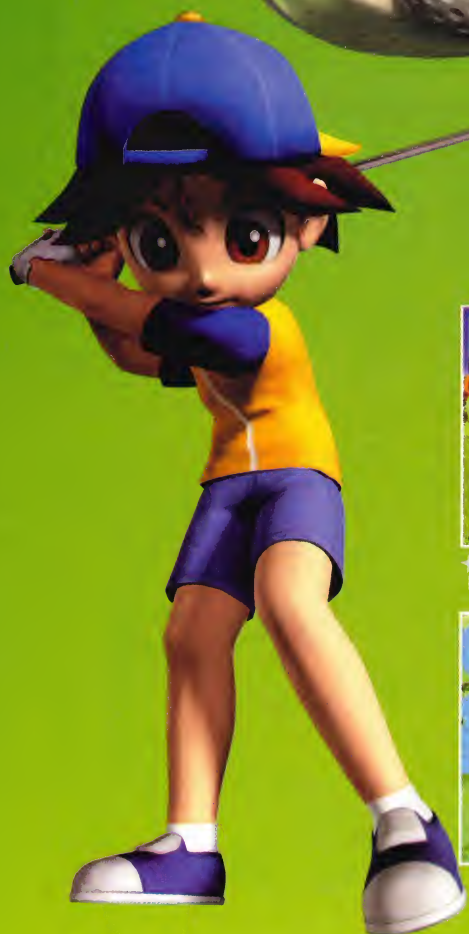
★ This level is very reminiscent of Donkey Kong Jr. Another Nintendo classic.



MARIO GOLF ADVANCE TOUR



Mario's golfing career has been a long and interesting one. This latest phase of it promises to be the most challenging and innovative so far. To the clubhouse...



★ A fine shot young Mario. I say young, but he's probably older than our Dads.



★ Travel around and enter competitions to increase your skill and experience.

Is there another character in the whole universe of videogaming who is as popular and versatile as Mario. We think not. Other systems have a variety of characters all vying to become top dog – Crash and Spyro on PlayStation and various no-hopers whose names we can't even remember on Xbox – but on the Nintendo consoles it's Mario who reigns supreme.

Sure, there's a whole host of other characters around – Donkey Kong, Wario and the like – but they're all support acts to Mario's starring role. As the Nintendo figurehead, he's a busy bloke and appears in games across a staggering range of genres – platformers, racers, sports game – the only thing he doesn't do, it seems, is plumbing. This year should see the moustached one appearing in a whole heap of new games and, excitingly, one of those is the latest incarnation of *Mario Golf*; this time inventively titled *Advance Tour*.

What started as a basic black and white game on the original Game Boy, *Mario Golf* has become one of the highlights on each of Nintendo's handhelds, and *Advance Tour* on the GBA is the most sophisticated incarnation of the game yet, combining superb golfing action with RPG-style gaming.

You play the part of a young trainee golfer whose ambition it is to rise up through the ranks in order to become the ultimate

FORE! OF THE BEST

Golf in Mario's world is an amusing and colourful affair. So we'd like to see these folks playing golf in our world simply so they could add comedy value to otherwise dull TV coverage.



Imagine this brute stepping up to the tee. Better still, imagine him drunk at the nineteenth hole. He'd cause a riot.



Not only would her skirts provide novelty in a high wind, she'd add some class and style to a sport that lacks both.



Golf is so achingly civilised and gentlemanly, Wario would shake it up, constantly roaring at folk and being stropky. He'd hit people with his clubs.



Toad is here merely for our amusement. We know he'd be rubbish at golf, so we're advocating using the annoying little git's head as a tee.

golfing champion. To help get in shape for the challenge you can visit the clubhouse of the Marion Golf Club to get tips and to try your hand on the links course there. When you feel ready you can take on other golfers in the Club Championship Matches. Move onto the Club Tournaments to get more experience and win a few trophies and you might ultimately be invited to the Mushroom Kingdom where you'll be able to take on the stars of Nintendo's games.

Playing Swapsies

One of the more interesting aspects of the game is the option to link your GBA to a GameCube running the upcoming game *Mario Golf: Toadstool Tour*. By doing so you can transfer your custom-designed characters between the two games improving them through tournaments and even unlocking hidden features. In the process you can acquire new powers, weapons and moves.

What's especially good fun is the fact that as well as simply playing golf, there's also a role-playing element. Your character has to improve his or her skills by travelling to various venues in different environments ranging from tropical beaches to forests and deserts. The characters you meet along the way and the various sub-challenges make this a fuller game than previous *Mario Golf* titles. Whether it will put off the purists who simply want a game of golf remains to be seen but if Nintendo know what they're doing (and let's face it, they do) they'll provide more than enough modes and options to keep everyone happy. Roll on summer so we can all go golf crazy.



★ It's Mario, and he's playing golf. That huge Piranha Plant seems to be presenting a fairly annoying obstruction to the proceedings.



★ That's one heck of a shot. Your reward is a show of squiggly lines whooshing around.



★ This place is a desert. Let's ask the folk in that house where the nearest golf course is.



★ This blacksmith is fashioning a fine set of clubs for you... assuming you have money.



★ Success. And as a result, you and your playing partner get a load of points.



★ This is more like it. Now we're playing the really famous stars of the Nintendo golfing scene. Donkey Kong's stance is shocking. But somehow he still manages to be pretty good.



★ It might be cartoony, but it should play a pretty decent round of golf.



★ Role-playing plays a part in this new version of *Mario Golf*.



★ Could this be a special challenge in the game? Perhaps you have to get the ball between the posts before potting it.



★ Gruntilda's a deeply witch by trade, but a demon in the air.



★ And they're off... uh, except Banjo who's going a bit slow. Too many pies, we reckon.

■ PUBLISHER THQ ■ PHONE 01483 767656 ■ WEB www.thq.co.uk ■ PRICE TBA ■ SAVE To cart ■ LINK-UP Yes ■ OUT TBA

BANJO PILOT

A racing game with a difference from the makers of *Donkey Kong Country*? Already it sounds like a guaranteed success. We bring you the latest pictures and info...

Wow, there's a whole heap o' history leading up to this release. There are few games with as much back story – and indeed, pedigree – as *Banjo Pilot*. You could start as far back as the early 80s when a company called Ultimate: Play The Game created some rather stunning (for the time) games for steam-driven home computers like the Sinclair Spectrum.

While most games featured jerky stick men and hideously blocky environments, Ultimate's games were

much more cartoony and polished. This must have caught the attention of the boffins at Nintendo because later Ultimate – now going under the name of Rare – started producing such fab NES games as *Captain Skyhawk* and *Snake Rattle 'n' Roll*. Fast forward a bit more and the geniuses at Rare must clearly have impressed the folks at Nintendo even further because they were entrusted with one of the corporation's most valuable properties – *Donkey Kong*. They took on the challenge with relish and produced a series of highly memorable

games (*Donkey Kong Country* 1&2 and *Diddy Kong Racing* included) across a number of Nintendo's machines. They also created some games featuring their own memorable characters among them Banjo the bear and Kazooie a bird.

NEW CHARACTERS, PLEASE

What has all this got to do with *Banjo Pilot*? Bear with us, we're getting to that right now. You see, eventually, Rare and Nintendo decided to part company and when that happened, Rare also took with it a little GBA game it had been working



★ Better concentrate here. Any accidents around these parts and you will almost certainly end up taking a dip in the river.



★ Mumbo Jumbo is about to cross the start line. Unless, of course, he rams headlong into that cliff face.



★ It's an impressive looking grid (well, freakish at any rate). Who will emerge victorious at the end. And who will fall to a grisly death... No-one, we hope.

on called *Diddy Kong Pilot*. Obviously the Kong connection was no longer appropriate so, fast forward to the present and, in a stroke of common sense, Rare have replaced the Diddy Kong characters with their own Banjo characters and the game will finally get a release later this year. All that might be a lot to take in, but take it in you must because when we finally get our mitts on *Banjo Pilot*, rest assured we'll be getting a game from one of the most prestigious developers in the world designed for the most demanding group of gamers in the world. That's a good start. ➤



★ Jolly Roger has possibly the snazziest aircraft known to man. Forget stealth bombers and Harrier Jumpjets, this is the thing to be seen flying around in this year.



BANJO-PILOT™



★ Grab a weapon and you should be able to take out the whole sorry bunch of losers in one fell swoop.



★ Banjo the bear is a bit on the plump side, so progress might be slow. However, Klungo's packing even more pounds around the waist so we should see some overtaking here.



★ There's the gang. And as you can see, Banjo is a reliably average performer.

Let's take a look those characters who'll be appearing in *Banjo Pilot*. All the faves from the Banjo franchise will be in there. There's Banjo himself, the dopey, greedy bear and his pal Kazooie, the mouthy Breegull with a sense of adventure. On the darker side you've got Gruntilda the witch who nabbed Banjo's sister in the first Banjo game. Add to that a cast including Mumbo Jumbo, Jenjo, Bottles and Jolly Roger and you have a highly

colourful and diverse line-up of creatures who should make this a right giggle.

THOSE MAGNIFICENT MEN

The premise of the game is straightforward enough, but with a twist. On a basic level, this is a kart racing game in the style of *Diddy Kong Racing* or *Mario Kart*. But, and here's the twist, instead of karts, the characters have aircraft. It's a brilliant idea. Instead of plodding around glued to the earth on pesky grippy tyres you'll be able to scream through the air above the game's courses swooshing, climbing and diving to your heart's content. And you'll be doing so in customised aircraft peculiar to the characters we've mentioned.

You won't of course, have total freedom of the skies. That would be ridiculous making this less a racing game and more of a random free-for-all with no discernable point. No, there will be



★ Don't get icicles on your prop. It looks a very bad place for a forced landing.



★ We like a variety of options here at Advance. So this screen is a real treat!



★ Why is it that cartoony games always have ice levels and, as here, lava levels? Is there some law that means anyone not putting them in will go to developer prison?



★ Wahay, a snowman. Have you heard this one... One snowman turns to another snowman and says "Can you smell carrots?"



★ Look at Mumbo Jumbo up ahead there showing off. Let's bring him down to earth.



★ The trees. THE TREES! WATCH OUT FOR THE TREES, BANJO! Phew, that was a close one.

themed courses you have to fly around each containing the usual mix of obstacles hazards and power-ups, but because you're flying around them, your corridor of movement will be much wider than in other games of this type. What you should end up with is a thoroughly mental take on the kart racing genre that places the emphasis on exciting racing-cum-dogfighting as opposed to annoying racing-cum-skeetering-around-on-patches-of-oil-and-hitting-walls.

Promising as all this sounds, it would still be disappointing if all you could do was race against computer-controlled opponents who you know have been designed to impede your path to ultimate victory. No, what you really want is the opportunity to utterly humiliate your friends, so the news of a four-player link-up mode is not only welcome but thoroughly expected.

Our verdict? You know we can't tell you that until we review the game. But with a solid basic formula, a unique twist to the gameplay and all the required play modes covered, it looks like THQ and Rare have a potential hit on their hands.

ANTICIPATION



★ Is it me? Or is the wingspan of these planes far too small to create enough lift to support creatures of the size of Banjo and friends? It's all very unrealistic if you ask us?



★ Kazooie successfully pilots his way through some beautiful waterfalls.



★ Steady on Banjo, you'll notch up several G's and give yourself a redout. Eh, what?



★ Whoa! A little game featuring lots of little turtle dudes. Awesome!



★ We don't fancy the fate of those lobsters. It's hot where they're going.



★ Fly through the rings before the timer runs out. Flap those fins harder!

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FINDING NEMO: THE CONTINUING ADVENTURES

We know Nemo, Marlin and Dory were all set to live happily ever after at the end of the movie, but what about the members of the tank gang? It's time to find out...

Hands up how many of you, even grown men, felt a bit choked up when Nemo's Mum died in the movie *Finding Nemo*?

For our money, it's the saddest bit of cinema ever. Even sadder than when Bambi's mum gets shot. At least Bambi had his health and a whole group of friends. Poor Nemo was lumbered with that withered little fin and a grieving Dad... oh gawd, were filling up again. It's best we move on. After all, it ended happily at the close of the movie.

Well, it ended happily for Nemo's family, at least. But what about the tank gang? What happened to them? That's what this game aims to show you. It begins with a sequence in which Gill's plan finally works and the gang manages to escape the dentist's surgery each in their individual plastic bags. Having got out they are faced with perils such as spiky bushes, busy roads full of traffic and so on. But they're a hardy bunch and eventually ease their bags into the ocean. So far so good.

But it's not over yet because the

ocean is a big place and the gang members are hopelessly lost, having been within the confines of a tank for most or all of their lives. It's up to the player to take control of Nemo, Marlin, Dory, Crush and Bruce and escort each member of the tank gang to their new home in the reef.

Each character will need to complete activities to be successful so the player faces what is basically a series of enjoyable mini games which are all tied together with a heart-warming tale.

Once the Story Mode is complete, however, there's yet more fishy goings-on



★ Peach is having a nightmare trying to get through this rocky, craggy maze.



★ We already know how dangerous those jellyfish can be. So avoid their dangly bits at all costs. Wise words.

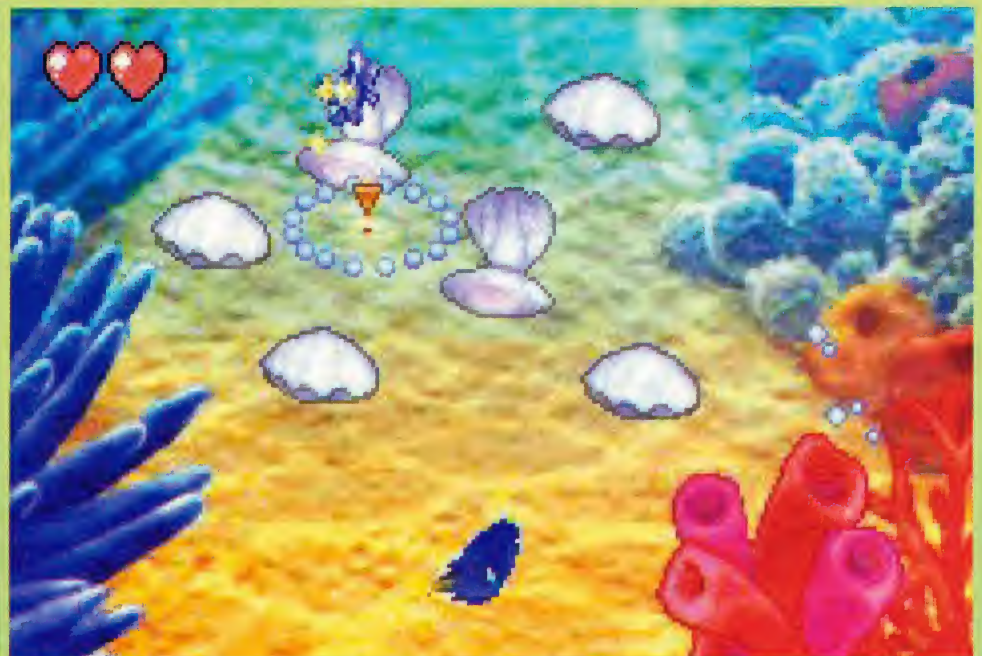
to be experienced. Once you have completed the game – which consists of over 20 mini games, incidentally – you can then replay the games individually. There are two reasons why repeat playing is a good thing. First off it enables you to play for high scores thus impressing your friends and satisfying your own desire to complete the game properly. More enticing, though, is the fact that many of the mini games become available as multi-player games to be played against your mates using a link-up cable.

If you think that sounds like fun you're probably not alone. The first *Finding Nemo* game on GBA sold nearly a million copies. This looks set to repeat the feat.

ANTICIPATION



★ A top-down view for this section of the game. That's what we like to see, a bit of variety in the gameplay.



★ What's going on with these clams? And what secrets might they hold? Better open them up to find out.



★ Timmy and SpongeBob in one place! At the same time!!! Happy joy!



★ It's all happening here. Though quite what it is that's happening is hard to fathom.



★ Despite the GBA's little screen the characters all seem to be very nicely detailed.



★ Oh, the hilarity. SpongeBob takes a shower and balloons up to twice his usual size.



★ Ten points for the first person to name this Nicktoon. Easy peasy...



★ What better way to finish than with a picture of the Boy Genius?

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NICKTOONS

Loads of Nicktoons in one place? Prepare for the splitting of sides...

With the next *SpongeBob SquarePants* game still quite a way off you'll be ecstatic to learn that you can get a large helping of cartoon madness a lot sooner in the form of *Nicktoons*. The game is something to look forward to because it features not one, but several of the characters from the world of Nickelodeon.

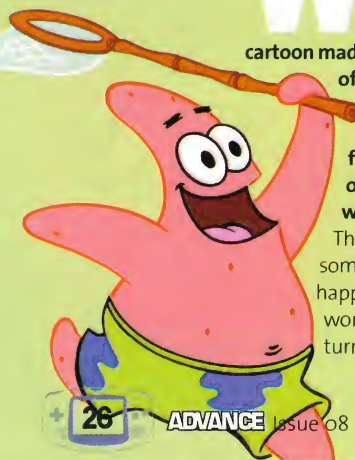
The plot is suitably unusual. For some reason, strange things are happening in each of the NICK worlds and characters are turning up in places they don't

belong. It's the job of the player, then, to try to find out why. They do this in rather a clever way. Using a special camera designed by Jimmy Neutron, the player has to photograph the weird goings-on in order to gather evidence.

You'll be able to play as five different characters and visit a variety of wonderful NICK worlds, some of which are unlocked as you play through the game. The gameplay itself is very arcadey with main objectives to be completed as well as fun little bonus objectives like having to photograph six rare birds. With neat challenges like this and the fact that loads of Nicktoons will all be mixed up in one game, this looks very promising.



ANTICIPATION





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LEGO KNIGHTS' KINGDOM

Return to a chivalrous age and do battle against other warriors in a tournament where the Kingdom is at stake...

There's code by which all knights live: Respect, Loyalty, Honesty and Bravery! This also applies to knights that happen to be made of LEGO, of course.

Quite apart from the phenomenal success of LEGO – who hasn't at some point played happily with those colourful bricks? – the videogame spin-offs seem to be doing brisk business as well.

In this latest game you play the part of a hero knight who ventures into the Citadel of Orlan in order to locate and retrieve the magical Shield of Ages. Once the shield is secured, you will be able to compete against Vladek – The Dark Knight – in the Grand Tournament, an event that will forever decide the fate of the Kingdom. A pretty heavy responsibility for one, lone LEGO knight.

As you pursue your goal you will be able to improve and ultimately master your combat skills by battling against the Shadow Knights of Vladek's powerful army. Not only that but many puzzles and side-quests will also have to be solved in order for your heroic knight to succeed.

Though we talk about your knight in the singular, you'll actually get to control five playable characters through the course of the game – and you even get



★ Deep in the bowels of a dark, forbidding citadel two knights face each other in a battle of strength and skill. If things get hairy, you can always do a runner through that door.



★ Nice one. Your sword gave that knight a right good clattering. Now for the others...



★ As you can tell, this is a game in which there's a lot of fighting. A LOT!





People of Morcia, I bring sad tidings. Your good King Mathias has disappeared!

★ It's clearly a bad day in Morcia. But things will improve, especially when we get the finished game and give those bad guys a beating.



★ This is getting tricky now. That bloke's even got a flaming arrow. Not fair!

the chance to unlock Vladek himself near the end of the game.

LEGO people might live on a small scale but they tend to have big adventures and this one is no different. *LEGO Knights' Kingdom* takes place over nine large levels each of which throws up a number of taxing challenges including encounters with Vladek's forces, puzzles and mini-quests. A knight's life is not a quiet one, it seems, but it is highly entertaining.

There are various play modes for the lone gamer to get stuck into; Story Mode provides the main quest with additional play options coming from the Tournament Arena and Last Man Standing challenges.

Plus, as is the case with all the best games, there's a link-up mode. Plug a cable into two GBAs and a pair of friends (or enemies) can compete against each other in the Arena where they spar head-to-head or take part in jousts to score points and win the glory.

If you fancy a return to the glorious age of knights and chivalry, *LEGO Knights' Kingdom* will take you there.

ANTICIPATION



★ It looks like trouble if you ask us. It's probably best to sneak away and watch this face-off from safe distance. What? Us, cowards?



★ Ah, a mercifully peaceful scene. There are loads of goodies to be collected too.



★ It couldn't last long. Back to the relentless battling. But you now what? It's the battling we like best so bring it on.



★ "Excuse me, is this where the Really Friendly Knights' Happy Quiz Night is being held? Uh, you know, the more I think about it, the more I think I might have the wrong address. Bye!"



★ The levels can get quite complex at times. How will you get across here, for example. That door is totally inaccessible for the moment.



★ Catwoman freezes as she's caught in the lights. Isn't it rabbits that do that?



★ Three blokes, one girl... the result can only be three injured fellas.



★ Catwoman extends her leg and lets fly with her famous catgas attack. Possibly.



★ It's not always good to fight. Sometimes finding a convenient hiding place is best.



★ She's clearly got a lot of anger issues this Catwoman. Calm down, luv.

PUBLISHER EA ■ PHONE 01932 450000 ■ WEB www.uk.ea.com ■ PRICE TBA ■ SAVE To cart ■ LINK-UP TBA ■ OUT Summer

CATWOMAN

She has the powers of a cat, not that cats actually *have* any powers... Mind you, neither do spiders and that never stopped Stan Lee, did it?

The thought of Halle Berry in a cat suit is, frankly, a bit of a distraction. But after a cold shower and a few hours thinking of football, our minds are sufficiently clear to allow us to bring you this preview of the upcoming game of the film... that film being *Catwoman*, in which Halle appears in a cat suit...

Anyway, *Catwoman* tells the story of a young lady called Patience Phillips who, for reasons that are not entirely clear at the time of going to press, is murdered by the corporation she works for. Normally this would be the end of the story, death having a certain finality about it. But for Patience, her death is just the start. You see, she's resurrected and not only that, but she comes back with feline powers. Not the ability to phlegm up furballs and treat her owners with disdain, you understand, but good stuff, like being strong, swift and acrobatic.

She also wields a mean whip which should lead to a bit of *Castlevania*-style gameplay with any luck. Add to her agility and whipping antics the use of Cat Sense to see in the dark and track enemies and we're looking at a lead character with a certain amount of class. *Catwoman* purrs onto GBA later in the summer.

ANTICIPATION



★ She's break dancing now. What ever next? Body popping? Electric Boogaloo?



★ She likes to make an entrance. And it appears she has just made another one.



★ We have to leave Catwoman now, before she dances us all into a frenzy.



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MEGA MAN BATTLE NETWORK 4

A strategic twist on the Mega Man games could prove entertaining. Make sure you stock up on Battle Chips!

This fourth game in the *Battle Network* series is rather a departure from the more traditional *Mega Man* games. The weird premise of this game is that Mega Man is a computer avatar who is controlled by a young boy called Lan and sent off to seek and destroy computer viruses.

The game comes in two versions – *Red Sun* and *Blue Moon* – each of which will have its own storyline, enemies and battle chips. What the heck are battle chips, you ask? Let us explain. The game is, essentially, a strategy game with combat being conducted in real time rather than being turn-based. Within a limited grid you can move and attack your enemies with a selection of weapons which you

choose in advance and which might be more or less effective depending on the enemies you face. These weapons are the aforementioned battle chips and represent the strategy part of the combat process.

Outside of the combat, when Mega Man isn't destroying viruses, you'll control Lan as he progresses through his RPG style sections of the game. Initial impressions are that this could prove rather more fun and involving than previous incarnations.

ANTICIPATION



★ Our sentiments exactly. What's Mr Prog ever done to harm anyone? Answer us that.



★ Advance on your hapless then dive in with a sweeping Wide Sword attack. Beauty!



★ Lan has had a good snooze. But his day is about to get rather less sedate.



★ This is, apparently, what the internet really looks like from the inside.



★ Lan tries to talk to his Dad, but is told to go and see his Mum instead who is, allegedly, upset about something. Dad can't be arsed, we reckon.



★ Mega Man is in the thick of it here. That little guy's attacks are easily avoided, but the bigger enemy's shots seem to follow our hero around. Keep moving while you battle.



★ This young woman seems remarkably relaxed about the fact that all life on earth might soon be extinguished. Teenagers, eh?



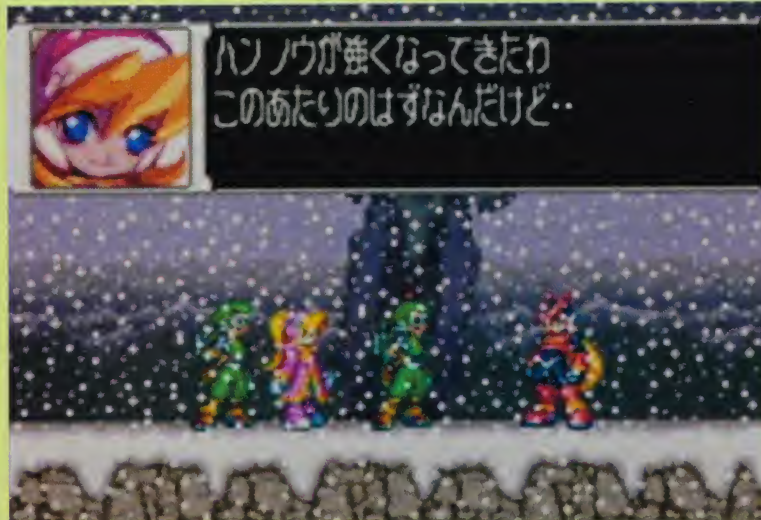
★ The scenes in which the story unfolds are very dramatic. Bring on the English version.



★ Timing is everything. Wait until he stops firing then drop down and fire.



★ These two are under fire from an unseen assailant. Looks like an opportunity for you to wade in and save the day.



★ Let it snow, let it snow, let it snow. Actually don't. It's a pain. And it really messes up those nice colourful outfits that you're all kitted out in.



★ Gun turrets can be a real nuisance so bide your time then get in there and blast away at them. You might even get a power-up out of it.

■ PUBLISHER Capcom ■ PHONE 0208 846 2550 ■ WEB www.capcom-europe.com ■ PRICE TBA ■ SAVE To cart ■ LINK-UP No ■ OUT TBA

Let's establish one thing straight off. *Mega Man* games (excluding those *Battle Network* spin-offs) are all very similar, so we're not going to dwell on it either to champion them or slate them. The fact is, despite knowing what they're getting every time, *Mega Man* fans are utterly passionate about the series so we'll just get on with introducing this new one.

The basic structure is the same as ever. You start off by completing an introductory level – complete with boss – after which you will be faced with four further missions-with-bosses, playable in any order. Your abilities also differ little from previous games with a simple jump/shoot/slide selection serving you well throughout.

However, there is one deviation from the formula. Scattered around the levels are portals through which you'll find Cyber Space areas rich with battle chips which build up your abilities. It's a nice addition for those players who struggle with *Mega Man*'s rigid structure. Let's just hope this change doesn't cause purists to have a group heart attack thus causing the designers to rethink the series. Yes, let's hope that... doesn't... happen.

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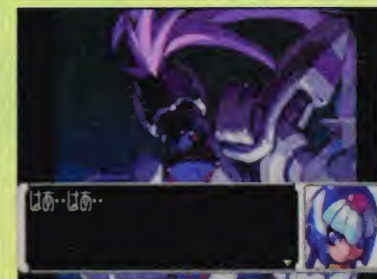


MEGA MAN ZERO 3

Another *Mega Man* game, another colourful slice of frantic leaping and shooting action. Novice gamers not invited...



★ This is a very familiar move to fans of *Mega Man* games. Ready, steady, slliiiiiiiide...



★ Another mysterious character enters the fray. What new intrigue is happening here?



WIN!!!!5

COPIES OF CRASH & SPYRO FUSION!

Five lucky readers can stroll off with copies of both **Crash: Fusion AND Spyro: Fusion!**

The release of *Crash: Fusion* and *Spyro: Fusion* represents an interesting twist in the stories of both characters with each game containing stars from the other and the link-up mode pitting the two gaming legends against each other in a series of mini games. To see just how good the results of this gaming marriage are, check out the reviews of both games starting on pages 52 and 56.

FUSION FREEBIES

If the thought of owning a pair of cunningly entwined platformers appeals to you, then it couldn't be simpler to make the dream a reality. There's no guarantee of winning, mind, but to be in with a chance all you have to do is take a look at the following question, pop your chosen answer on a postcard or sealed envelope, add your name and address then send it to the address below. If you're one of the five names pulled from the hat after the closing date you'll be the happy recipient of a package containing a copy of each Fusion game.

QUESTION:

In which year did the first ever Crash Bandicoot game appear?

- a) 1976
- b) 1986
- c) 1996

WIN!



Send your entries to:

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1. Employees of Future Publishing, Vivendi Universal, related companies and their friends and families cannot enter.
2. The closing date of the competition is Friday August 16th, 2004.
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- **LINK-UP**
Yes (1-4 players)
- **OUT**
Now



SONIC ADVANCE 3

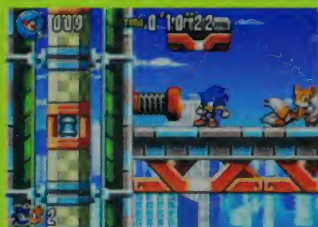
Dr. Eggman never learns. For example, if he just left one well-placed trip wire on Route 99, Sonic would smash his hedgehog teeth into the tarmac at about three hundred miles an hour. Similarly, if he scattered banana skins around the Toy Kingdom, the world would be free of feisty echidnas and mutant foxes. But no, he always does exactly the same thing – builds a series of killing machines that are completely *indestructible* unless a spinning hedgehog crashes into the cockpit, and hopes it'll somehow turn out

alright. Which just goes to show that there are some things three years at evil robot medical school can't teach you.

Anyway, the point is – the original *Sonic Advance* sold amazingly well for Sega, but wasn't much of an improvement on *Sonic 2*, the ten-year old game from the Mega Drive. *Advance 2* sorted all that out, pushing the GBA's technical side and expanding the levels. *Advance 3* tries to go one better by pushing the gameplay side of things – and *almost* scuffs it.

IN THE ZONE

Several of Advance 3's stages are clever retreads of earlier games – Sunset Hill, for instance, is a slightly more orange version of the Green Hill Zone from the very first Sonic. Still, they're all packed with new gadgets that'll twang, fire or catapult Sonic and Co. along... and, um, into a set of spikes.



★ **Route 99:** The first area is all about getting up to terminal velocity and staying there for as long as possible. This is one of the few areas where going insanely fast's an advantage.



★ **Twinkle Snow:** Sonic's shoes aren't really designed for snowdrift conditions, so it's important to maintain top speed here. There are lots of annoying water bits too.



★ **Cyber Track:** Cyber-Track's a right head-messer. Whenever you see arrows pointing up in the air, it's a signal that running over them reverses gravity. A cool effect.



★ **Chaos Angel:** Oh dear. After a gradual difficulty curve, it all goes mental on the last level. Think springs firing you *directly* into bombing monkeys... and it gets worse.

The thing is, ask your average person in the street what Sonic The Hedgehog's all about, and they'll probably walk off very quickly. But chase after them, pin them to a wall and demand that they give you an answer, and they'll probably say 'Speed. Sonic's all about running very fast and collecting rings. Please, take my money, just don't hurt me.' But they'd be wrong.

Don't take that the wrong way – *Sonic Advance 3's* fast. Very fast. Can't-quite-see-what's-happening-but-it's-brilliant fast. Faster than any of the other games so far, with four different levels of sprint animations just to show how fast you're going. Even when you slow down the animations are beautiful – check out Sonic's ledge-wobble or Knuckles' rail-grind – but for sheer technical clout, you can't beat watching Sonic sprint across water with his spines flapping. In the earlier Zones, it's possible to finish certain stages in under a minute. But – and this is the important bit – although you *can* move like a buttered cheetah, leaving after-images behind as you came it up walls and over water,

Top Tip

When fighting the second boss, use Sonic's sliding tackle when the cockpit rolls towards the floor. He'll be toast in no time.



★ **Good news, nostalgia fans – Sunset Hill's** got almost exactly the same music as the old Green Hill zone.

SA3's fast.
Very fast.
Can't-quite-see-what's-happening-but-it's-brilliant-fast.



★ The seesaw puzzles are nice, but come with a spiked ball – no end of trouble when you're bouncing about all over the place.



★ This is not something to be attempted if you suffer with some sort of inner ear disorder. Or if you're even remotely sane.

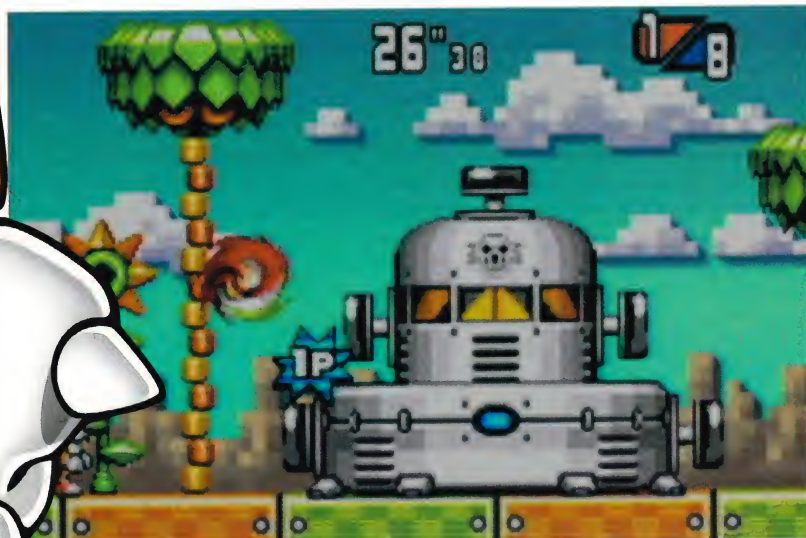


★ **Knuckles can swim – a bit – but most of the other characters can't, which makes him cool.**



★ **Toy Kingdom** is a beautiful – yet potentially very hazardous – place. Tread carefully young hog.





★ The bonus stages come in two flavours – this one's the 'hit the buttons' reaction-tester...



★ The green bubble means you're invincible for one hit.

it's often not a very good idea. Because Sonic's level designers *hate* it when you go fast.

Seriously. As early as Area One of Route 99, the first of the game's seven Zones, you'll be zipping merrily along, pinballing off springs and dashing around loops, when WHAM! A set of spikes shoots out of the floor and Sonic's left bouncing along with a sore arse, bleeding rings everywhere. Or you'll have done a rail grind and a corkscrew and be on the flat, then THWUNK! You crash into a wall, giving you no time to react before the platform above drops down and crushes you to death. Or – and this is a Chaos Angel favourite – you jump onto a normal-looking platform and it *instantly* drops away, causing certain death. Obviously, the game can't *all* be about sprinting at mach-two, but the way insanely fast bits come *just* before unpredictable death feels like sheer sadism. Until you've got the layout of each level memorised, it's tempting just to creep around. Which is probably the idea.

See, *Sonic Advance 3* is clearly all about replayability. Committed speedsters'll burn through the main game in five or



★ Give it up mate, you can see she's not in the least bit interested in you.



★ He just can't leave it alone once he's got the scent of a lady in his nose.



★ You'll never see a ride like this at Alton Towers. And that's because it inevitably leads to tragic loss of life.



★ And this is the kill-all-enemies section. It's tough... unless you're playing with Knuckles, who's all about the violence.



DOUBLE THE SPEED

As the game starts, you've got Sonic and Tails to play with, but from Sunset Hill onwards, every Zone unlocks another character. Though it's possible (just about) to finish every level without your partner's help, they come in handy if you haven't quite got the precision timing to hit the alternate routes on your first go.



★ Knuckles/Tails is the best combo for the beginning player. Tails can throw Knuckles in the air to reach tricky platforms, releasing R in midair triggers the classic 'float' move.



★ Sonic/Knuckles is the pick for aggression. His B-button move is a flaming dragon punch, and as a secondary character he powers up everyone else's attack.

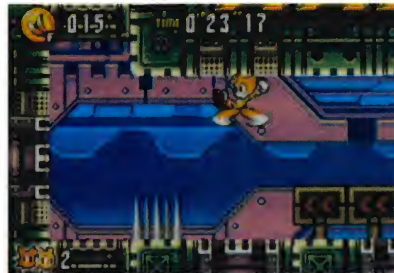


★ Amy and Cream are, of course, Team Jubilee. They've both got the same team move – a hammer-blow that chucks their partner into the air, whether on the ground or jumping.



★ Meanwhile, anybody/Cream is the combo to pick if you're an expert or incredibly overconfident. Cream's rubbish at everything, but her little friend mimics the main character.

six hours, as long as they aren't worrying about collecting rings or finding the little 'Chao' creatures. But unlike some Sonic games, each level's got a clear sense of having different paths through, branching points where it's worth taking the tougher route for extra stuff. The minor problem with this is that, thanks to repetitive level design, it can be difficult to remember which bit you're on (is it the first spring-loop-catapult-crumbly-platform bit, or the third one?). The point is, though, to unlock the Chaos Emeralds you'll have to play through multiple times, using each character's special abilities to take different routes. The biggest change, though, is the dual-character system.



★ Don't fall, otherwise you'll have multiple bumholes to go with those two tails.



★ Most characters can 'climb' waterfalls. But Knuckles can't. He'll have to find another way.



★ You can't jump onto grind rails – and later, there's nothing beneath so trying means death.



★ Amy's got a spinning hammer attack, initiated by pressing down and B... nice!

To unlock the Chaos Emeralds you have to play through multiple times...



★ Quick reactions are a necessity here – drop off the end of this pole, and you're one dead hedgehog.

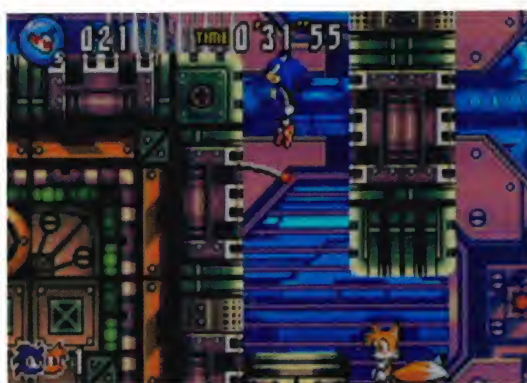
Reviews



★ Tails is a happy little fella, even when he's involved in a dangerous quest. You gotta respect him.



Sonic with Knuckles gets an extra strong ground attack. Sonic with Cream gets a flaming air drill...



★ *Sonic Advance 3* looks the business. The levels are great and the character animations are fantastic.



★ Sonic is either operating a switch, or playing an invisible piano. We think the former is most likely.



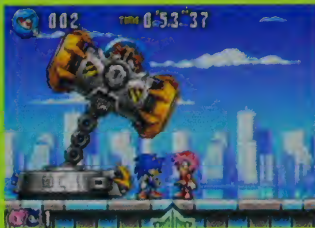
★ You'd think a place so colourful would be a pleasure to live in. But no. It's a constant nightmare for Sonic and Tails.



Rather than go for *Sonic Adventure*'s insane three-way team dynamic, it's basically an extension of the Sonic/Tails partnership from the earlier games. You pick two characters out of the basic five (no Team Shadow, sadly) at the start of each go. One's under your direct control, and the other acts as backup – doing mostly the same thing as you, but bashing the odd enemy on their own. Hold down R, and they jump into your character's arms for a team move. Apart from teaching children everywhere about the beautiful dream of inter-species cooperation, this has two main effects. Firstly, each pairing gets their own team moves, but also changes the individual moves of the lead character. For instance, Sonic with Knuckles gets an extra-strong ground attack, but Sonic with Cream gets a sort of flaming air drill thing. Sonic with Tails gets a floaty

DOCTOR, DOCTOR

Old ginger-tache just can't win. He spends months building a great big pneumatic boulder-thrower (or whatever) and then along comes a rabbit with a hammer and it's scrap metal in three minutes flat. You'd think he'd retire and open a small country practice... or at least buy himself something practical, like a machine gun. But no.



★ This stupid hammer-on-a-spring thing bounces veery slooowly backwards and forwards so it's easy to avoid. Its weak point is the easily accessible cockpit. Go for it!



★ This rolling-ball thing can crawl across the cleverly curved arena ceiling. Plus a button/switch combo at the bottom of the screen hints at a brilliant tactical battle. Or does it?



★ Now this is just ridiculous. Fine, build an enormous metal stamping machine, but try to remember not to leave a space the width of a hedgehog between its legs.



★ Ah, but here's the classic. The platforms collapse when you stand on them. And Robotnik can fire a homing mace – sometimes, there's simply nowhere to turn. It's a nightmare.

air-glide, but Amy and Knuckles catapult each other through the air. This is good, because it expands the range of play options dramatically. Instead of flying (Tails) or running *really* fast (Sonic), you can make the ultimate aggressive team with Knuckles and Amy's hammer/dragon-punch skills. Or you can create the ultimate wuss team of Tails and Knuckles – between their flying and climbing skills, it's pretty much impossible to fail. It's really up to you. Most importantly, when you've earned the extra characters, you can use Knuckle's climbing and Cream's flight to find those last few rings and mini-Chao.

The *minor* disadvantage is that, apart from vaguely mimicking whatever *you're* doing, your sidekick does pretty much whatever he/she/it likes. Sometimes this is handy – when they scoop a bouncing ring after you've taken a hit, for instance. Other times, it's annoying – like when Tails accidentally knocks a boss-character into you. And sometimes, like when Knuckles glances off the platform that you're *just* about to bounce onto and makes it crumble away – it leads to certain death. D'oh.

The chase dynamic from *Advance 2's* been ditched from the boss battles, so it's back to fighting them on a static screen. This is undeniably A Good Thing, but the scraps with Robotnik themselves leave something to be desired. In most, it's a simple matter of working out the bosses' only attack pattern, then doing the same move over and over again until they explode. In the other ones, it's exactly the same, except that certain things the boss can do will *always* kill you, so you just have to hope he won't do them. Frustrating? Yes. Very.

The other minor 'good thing' is Sonic's wireless team play, letting you either have two-on-two battles or play the main game co-operatively with two people. The latter option's certainly the most fun, but it doesn't change the playing dynamics much – after the hassle of getting together for team moves, you'll soon be wishing you could just hold the R button to drag your partner over.

Sonic Advance 3's certainly a good game, but not an amazing one. Dubious two-animal team-ups aside, there's nothing to differentiate it from *Advance 2*. Still, it's much faster – and a lot more fun – than any of the recent 3D Dreamcast versions. These days, 2D's the way to go for Sonic – and judging by Eggman's persistence, he'll be around on the GBA for a while...

Top Tip

If you're having trouble getting up a hill, use Sonic's B button slide, which gives him a bit of a boost.



★ Surely if they carry on like this they bump heads in the middle. Stop it you fools!



★ Not the easiest bit of scenery to negotiate. But our Knuckles is more than up to the job.



★ If you get plenty of speed up on the flat, Sonic will have no trouble getting up steep hills.



★ With mates like Sonic and Knuckles, we doubt she ever got called big ears at school.



★ Tail has only got one ball. But what a whopper it is. It must get in the way.

JOEL SNAPE

LOOK 'N' FEEL

Scorchingly fast on the eye and the thumbs. Lovely animations, too.

GAMEPLAY

Run really fast, smash into a set of spikes, cry. Repeat. That's Sonic.

LIFESPAN

You'll finish the main game in three days – all the extras take a bit longer.

DIFFICULTY

Only gets really tough on Chaos Angel, or playing with Cream.

ADVANCE-OPINION

Not quite as well-designed as *Advance 2*, but it's a moon-mile better than the PS2 version.

82%



★ "Excuse me zombie, is this the dead centre of the village?"



★ And there they are! The force in all their glory, looking really vulnerable to anyone with an area effect attack.

SHINING FORCE: RESURRECTION OF THE DARK DRAGON

GAMEINFO

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- **OUT**
Now

When the enemy thinks you are far, be near' advises Sun Tzu in the Art Of War, 'When he retreats, advance. When he rests, attack.' All of which seems like pretty good advice, until you play *Shining Force*, where your best tactic goes something like: 'Three... two... one... BUNDLE!'

More of that in a minute, though. For the uninitiated, *Resurrection Of Dark Dragon*'s a remake of ancient Mega Drive RPG *Shining Force*, which inspired two sequels: the Japan-only *Shining Gaiden* and the recent GBA *Shining Soul* series. It's standard stuff – skull-faced villain kills mentor, threatens kingdom, hero recruits sassy elf, grumpy dwarf and (slightly creepily) sexy centaur and off they go to save the world. The backgrounds haven't noticeably changed since the Sega days, so expect lots of flat primary colours

and square buildings. The music's remixed versions of the same fantastic twiddly-diddley stuff – don't listen to it for too long, or you'll be humming it all day. The character models, though, have *really* been enhanced. The character's faces are slightly sharper and their heroic strut looks – well, less like a waddle. The main change, though, is the new card system, mimicking *Golden Sun*. Cards – and their effects – are the main incentive to replay the game. For instance, 'friendship' cards aren't simply hidden – you'll have to get pally with their owners to earn them. That means including them in the Force, chatting to them, levelling them up properly and *never* letting them die. Really, though, these sections – and the villages in general – are just a backdrop to the lengthy fight scenes – which is a bit of a shame, because they're packed with nice little touches. There's an early scene

PLAY YOUR CARDS RIGHT

Max can collect cards, but they're only useable once new character Mawlock turns up in Chapter 4. They come in two basic types – 'Hero' cards are hidden in certain towns and cut-scenes, and 'Villain' cards are won in battle. The fun starts when you combine card abilities – try creating three clones of Max, or a flying, super-strong Gort...



★ 'Ability' gives Mawlock a character-specific ability. For instance, Tao's 'Blaze' spell or Zylo's speed in forests. This lasts the length of the battle – or until you play the Mawlock card.



★ 'Effect' gives you a one-off attack that represents a certain character's special ability. These can be targeted to enemies. Zuika's instant death attack comes in handy.



★ Mawlock can also use 'Move' on another party member, effectively giving them two goes. This makes the game easy, since Max and Mae can finish enemies with a couple of hits.



★ 'Imitate's' the card to pick if there's someone you forgot to bring along. It brings up a clone of whoever's card it is that you're able to order around for the rest of the battle.

where you find a millionaire fishing – tap the controls to help him land his catch and he'll give you a gold bar. Later on, it's vital to find at least a couple of the dozen or so treasure chests in each area to give yourself enough healing herbs for the battles. Usually they're just hidden out of the way, but other times you'll have to get them via more convoluted means – like, say, splashing mud onto a lady's dress so she shoves you into the river that leads to an island with a chest on. Phew, eh? It's pretty much essential to chat to everyone to earn cards – not always a good thing, considering the wonky dialogue.

Nope, you're better off collecting 'Villain' cards, which require certain enemies to be killed by certain members of

Top Tip

When you get to Rindo, buy two Power Staves from the shop to give you an advantage in the big battle ahead.

the Shining Force. Which is where the scrapping comes in. Combat's turn-based. Because each character gets a go based on their individual speed, slow characters tend to fall behind in the character rankings purely because they move after everyone else. There's an attempt to balance this out via the different types of terrain – centaurs trot merrily across grass, for instance, but they're hopelessly slow in mountains – but you'll still be waiting for the dwarves to catch up while your party's getting mashed by giant bats. Fortunately, combat's also fairly forgiving, which minimises frustration. There are no random battles, so it's occasionally a good idea to use an Egress spell, head back to the nearest village, heal your troops and return with extra Experience points. Beside, only your main character can actually 'die' – the rest just lose their strength, and a handful of gold's

You're better off collecting Villain cards which require certain enemies to be killed...



★ For some reason, nearly all the merchants in *Shining-Force* land have to wear turbans. We think it's a union thing.



★ You can recruit twelve characters into the force from the 33 that'll offer their services throughout the game.



★ You find Gort in this bar mid-way through chapter one. Despite his dodgy 'tache, he's one of the best recruits to keep early on so keep an eye out for him.



★ Although most characters conform to the 'class' system, there are exceptions.



★ He's dark, he's dwarf-like. He must be a Dark Dwarf. Kill him anyway.

“The enemies tend to focus on lead character Max and ignore weaker characters.”



★ Fancy a nice little cruise around the harbour? It's a fine looking ship and the weather's just right for it.



★ She's a bit forward isn't she? I'm not sure I like a girl to be quite so... sorry? Oh, she's talking about the story.



★ Juat go over the top. There are no ceilings in role-playing games.



★ This bit's great. When you see a cart, shove it. Someone's always in the way.



★ Not unlike the dwarf, this mage is 'dark' also. Kill him too.



★ Central bad guy Kane pops up throughout the game, 'accidentally' dropping clues about the Dark Dragon. He's not a pretty bloke though, is he?

MAY THE FORCE BE WITH YOU...

Let's face it – everybody wants to be part of a kickass crew defending the land from unspeakable evil. You're inundated with offers from well-wisher types wanting to join the Force – some are propping up bars, some are guards, one's even hidden in a gigantic egg. It's best to stick to the major character types.



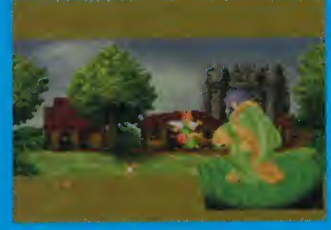
★ Paladins are your best soldiers. Stick them at the front and buff them up with defence potions and magical immunity juice. Max will be almost invulnerable by chapter 5.



★ Magicians and archers are the other crucial component of any squad – if you're splitting the Force, you'll need at least one ranged attacker in each group. Protect them behind knights.



★ Centaurs are hopeless on rocky terrain but move like buttered greyhounds on the flat, and they're good with lances. They don't come much better than Mae.



★ Leave the Healers at the back – they're invaluable for protracted battles, but very vulnerable to attack. They'll gain range and healing potency with experience.

Shining Force isn't terrible, but it's showing its age next to the likes of *Golden Sun* and more cerebrally punishing tactical fare such as *Advance Wars*. If chumming around in villages and chatting to elves sounds like fun it's fantastic, but that's largely dependent on whether you're prepared to play it through the requisite three or four times before it gets properly hard. There's certainly better, tougher stuff available on the GBA that doesn't make you do the same thing forty times.

JOEL SNAPE

Top Tip

Once Gort joins your party, visit his granddaughter – hey presto! Your very first card. Only another 54 to go...



★ Giant Bats nearly always dodge melee attacks, and can send characters to sleep.



★ Priests are the men to visit to save your game and revive or promote force members.



★ This woman has a row with you and shoves you in the river!



★ You'll find repetitive fighting in the villages.



★ There's a lot of chat goes on in this game. A lot of chat... Zzzzz...



★ Scorpions pose no threat to the Force. Apart from that big stingy tail, that is.

LOOK 'N' FEEL

Nicely polished up versions of the Mega Drive graphics, if a bit simple.

GAMEPLAY

Nice fighting system, let down by slightly disappointing AI.

LIFESPAN

Depends how obsessive you are. All the cards make for compelling replay value.

DIFFICULTY

Almost insultingly easy on the first go, thanks to Morlock. Gets harder though.

ADVANCE-OPINION

Though it hasn't aged that well, the collect-em-all allure of cards adds depth and character to it.

69%

SERIOUS SAM ADVANCE

GAMEINFO

- **PUBLISHER**
Take 2
- **PHONE**
01753 496600
- **WEB**
www.take2games.com
- **PRICE**
£30
- **SAVE**
Passwords
- **LINK-UP**
Yes
- **OUT**
Now

Readers who have had the good fortune to play other versions of *Serious Sam* will be in no way surprised to learn that the developers of this game have spent about as much time on the storyline as the writers of *Hollyoaks*. In fact it's not hard to picture the scene in the office when they were having a plot meeting.

"OK Steve, the bad guy Mental's got to make a return, uh, loads of mutant armies and that. Then something about a time machine..."

"Yeah, all right Dave, can we play with the weapons now?"

And that, we imagine, was that. A good thing too as far as we're concerned because, even in the bigger PC versions of *Serious Sam*, it was all about the weapons.

You'll be glad to hear that the emphasis is the same here and



despite the shrinky-dink size of your average GBA game pak, the makers have managed to squeeze ten magnificently powerful and idiotic weapons into Sam's arsenal. At the lower end of the scale there's your default weapon. In most games of this sort you'd start off with something fairly innocuous like a knife, or even your fists. Not so here. Your standard weapon, straight out of the box is – wait for it – a chainsaw. Brilliant. And with that *Serious Sam* sets out his stall and makes his violent intentions plain.



★ These gorillas are a real menace to Sam. Not only are they fearsome looking, they also fire cannonballs at you.

★ We're in Rome. So that'll be grapes and milk baths, yes? Er...



WHAM, BLAM, THANK YOU SAM!

Mental's forces are as numerous and as determined as ever. So as before, it's going to take some serious attitude (enter Sam) and some serious weaponry. Sam's arsenal is a dream for anyone who enjoys loud noises and bright lights. Here are four of our favourites.



★ 1930s gangsters would feel right at home with Sam's Tommy Gun. Hold the fire button and strafe left and right for speed slaughtering.



★ The Chain Gun is like a massive, chunky, mental, genetically mutated version of the Tommy Gun. Slice the bad guys by strafing with this fella.



★ A rocket launcher is hugely satisfying. It can take out even tough enemies at long (and wide) range. Don't use on anything up close.



★ The cannon is pleasing in a stupid sort of a way. But to be honest, it's unwieldy and the balls keep bouncing around for ages, which ain't fun.

As our ludicrously masculine hero progresses he picks up delightful items like a shotgun (good for gutsy blasting) a Tommy Gun (the strafer's dream), a chain gun (the more muscular strafer's wet dream) and a rocket launcher (massively destructive). It's after this that things get even more violent and, it has to be said, slightly surreal. For example, how do you fancy trotting around with a cannon? Not a cannon-like gun you understand, but a proper iron, bell-ended cannon which fires large cannonballs, like the ones you get in old warships. It's true. Odder still is the small handheld, thumb operated switch which, when activated, freezes your enemy for an instant allowing a grand piano to fall from the sky crushing your assailant in fine comedic style. It's all hugely violent and highly amusing.

But the fact is you'll be needing this bizarre arsenal, because there's an equally bizarre army of enemies out to get you. Weird slug creatures lie in wait until you draw near at which point they leap at you, like face huggers, inflicting huge amounts of damage. Half-humanoid, half scorpion beasts lob fireballs at you. Hulking great fat ogres spit green slime at you. And, most annoying of all, headless men holding bombs aloft run screaming toward you like freakish suicide bombers. It's almost as if some science-fantasy writer has gone insane and spewed all his vile, addled ideas into a single game in an attempt to purge himself of his madness. Well, something like that.

So, mad it most certainly is. And incredibly amusing. In fact it's just as well that the comedy value is so strong because otherwise the player's interest might wane over the course of the game's rather samey, twelve levels. To be fair the developers have done an OK job of bringing the PC game's environments to the small screen. The levels are split over two time zones, ancient Egypt and ancient Rome, typical graphical differences being lots of hieroglyphs in

Top Tip

When approaching a blind corner, turn to face the way you want to end up then use strafe to sidle into position.

2113 AD, Abu Simbel
Egypt, Planet Earth
Solar System

The Sirian space ship blasted off and disappeared into the heavens. Sam Stone made his way back to the Timelock, set the Timelock to 'Return' and used it to travel back to his own time zone.

Initially when the scientists had



PRESS Q TO SKIP

★ There's Sam the man. Don't be fooled by the slightly suspect tightness of his T-shirt and jeans. This bloke's got enough testosterone pumping around to blow the top of his head off.



★ Aha, a sneaky stash of goodies. But be aware that treats often signal an imminent ambush.



★ This door remains closed to you. Finish off all enemies or alternatively, find a switch.



★ This weapon is a hoot. Press the button and time freezes for a few seconds during which a piano falls on your enemy's head.



★ Don't let this creature get as close as we have allowed it to. By the time you see it this intimately, it's gonna do some harm.

How do you fancy trotting around with a proper iron cannon which fires huge cannonballs?

Reviews

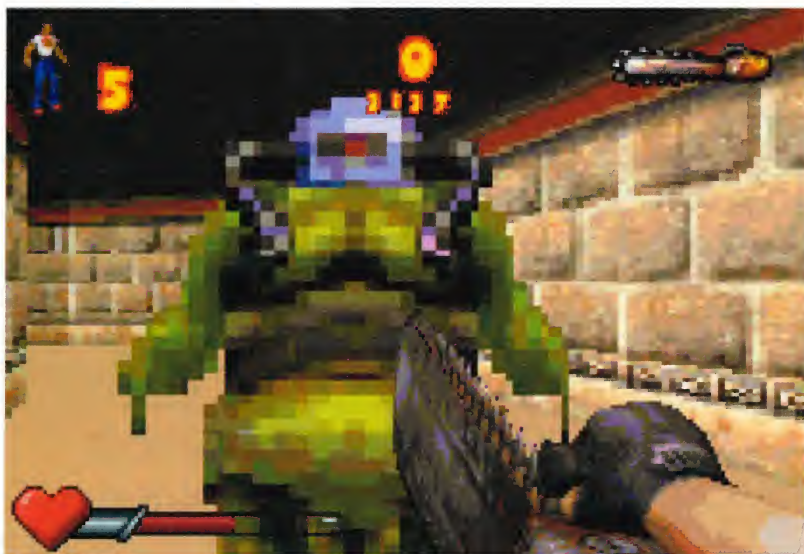
“It’s hard to get past the fact that the scenery is hideously blocky...”



Egypt and a proliferation of columns in Rome. Apart from the purely cosmetic touches though, the levels all follow a pattern of corridors followed by open arenas full of enemies, followed by corridors and so on until you reach the exit. While the essence of other Sam games is present though, it’s hard to get past the fact that the scenery is hideously blocky and at times jerks around to the point of distraction.

Unavoidable perhaps, when you’re trying to squeeze a full blown first-person shooter into a handheld. Nevertheless it does your head in when you’re playing an extended session.

The control system too is not without its problems. Movement and combat is implemented well enough, with strafing on the R and L buttons and so on, but it’s the targeting that let’s things down a bit. The crosshair, instead of leaping to the nearest enemy, has to be teased precisely



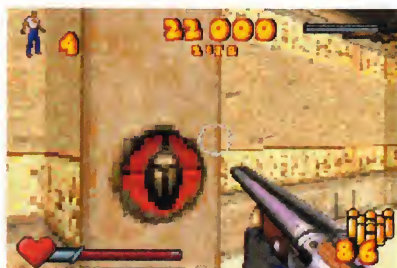
★ This fat mutoid is not nice. As such, he is deserving of a chainsaw to the belly. Bzzzt...



★ These guys can fly, although there’s no convincing explanation as to how they achieve this feat.



★ We included this one just so you could see how satisfyingly meaty the explosions are.



★ This is a switch. Activate it and you might open a door or unleash hell upon yourself.



★ These fellas are fast and fire furiously at you. Finish them quickly because you will otherwise face a severe pounding.

REWRITING HISTORY

If you have to learn about history, then granted the ancient civilisations of Egypt and Rome are more interesting than most. But clearly, the history books they gave us at school were missing whole chapters about the fantastical creatures that roamed the earth at that time. Just look at them...



★ These shirtless goons have no heads, but they do have bombs, which they're determined to set off somewhere in the region of your face.



★ We know there were scorpions in ancient Egypt, but we hadn't reckoned on the size of them... and that they were sort of humanoid.



★ Not a picture of Vanessa Feltz taken before her recent dietary activities. No, it's a vast, gelatinous, slime-spitting monstrosity. Hmm...



★ Far from 'armless, this demon fella stands atop the scenery raining fire on you. et a good bead on him, though, and he's not too hard to kill.



★ This Ankh symbol represents your exit from the level. You will come to love the sight of this little brass trinket.



★ These beasts stampede towards you at a cracking rate. Retreat while firing at them. Sidestepping is also an option.

towards the enemy using the strafe buttons, which can prove difficult when you're being attacked on all sides by large numbers of enemies. It's hard to be too critical because overall the game's not too hard, but you're left with a sense that a more friendly targeting system coupled with more intense action would have proved more rewarding than the balance we've got here.

Now, it would be nice to devote a paragraph to the puzzles in the game but, frankly, there aren't any beyond the occasional locked door and even these are activated by a nearby switch. Still, to be fair, Sam games have never been

Top Tip

Don't aim simply with the control pad. Get your crosshair in roughly the right spot then tweak it using the R and L buttons.



★ This is not a situation you'd want to find yourself in every day. Just as well Sam has this rocket launcher.

about the puzzles so we'll draw a veil over this.

It would be a shame to end our single player discussions on a negative note, because, despite the limitations apparent in the play areas and targeting system, *Serious Sam* on GBA is a right laugh and assuming you avoid the easiest difficulty level there's plenty of challenge here too.

Which just leaves us with the multi-player link-up mode. Should you decide to buy the game, make sure a friend or two choose to do likewise and you can take great pleasure in turning those idiotic weapons on each other which, surely, is the ultimate point of the *Serious Sam* exercise. So our closing advice is to you is, play the game in short bursts thus avoiding the possible onset of a fit and you should find *Serious Sam* a thoroughly brainless and gigglesome experience.

ANDY DYER

LOOK 'N' FEEL

Blocky and jerky, but kind of captures the essence of the big version.

GAMEPLAY

Mad. Frantic in places and highly amusing. It's brainlessly enjoyable.

LIFESPAN

The one-player game is long enough, but multi-player is endlessly playable.

DIFFICULTY

Stick it on the highest difficulty and it should provide a good challenge.

ADVANCE OPINION

A few rough edges, but this is a thoroughly ridiculous and at times obscenely frantic blaster.

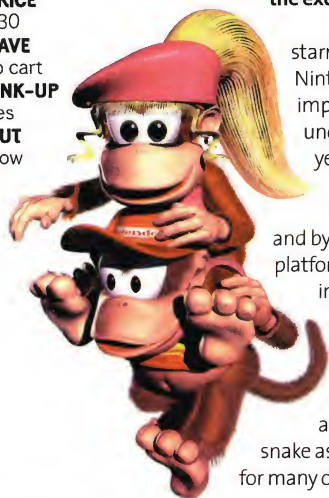
78

DONKEY KONG COUNTRY 2



GAMEINFO

- **PUBLISHER**
Nintendo
- **PHONE**
020 7307 3103
- **WEB**
www.nintendo-europe.com
- **PRICE**
£30
- **SAVE**
To cart
- **LINK-UP**
Yes
- **OUT**
Now



And so Nintendo's strip-mining of their venerable past continues. On the one hand, we're extraordinarily glad that they're taking pains to keep their past glories alive and kicking by reproducing their golden oldies for GBA (a moot point if you own the originals, we suppose, but there you go), but on the other we really wish they'd knuckle down and get some new games out. Ah well, perhaps we'll see all the exciting stuff on DS...

Donkey Kong Country 2 was Rare's second game starring one of Nintendo's big mascots, and, as most Nintendo old timers will tell you, it was remarkably impressive for its day. Not that we're old, you understand, but videogame years seem a bit like dog years, when compared to actual human years. Time has been remarkably kind to it, even if distance and experience show it to be rather more routine and by-the-numbers than we remembered. As a 2D platformer, it's fast paced and packed with detail – indeed, the visuals, once so astonishing on the creaky old SNES, are still capable of raising an eyebrow – and throws much more into the mix than its entertaining forebear.

So you've got a wealth of secrets and all those animals to ride (now including an ostrich and a snake as well as a rhino and a swordfish). It set the pattern for many of Rare's future games in requiring you to collect



★ It takes a while to learn, but once you've got the hang of riding the snake, you can collect high up objects with ease.



★ But this bouncy serpent has another use too. You can also bounce on enemies (like this beetle) in order to kill them.



★ Oh dear. Dixie's taken one full in the face. Still, she'll recover. She's a tough lass.



★ The water level's rising. And the way ahead looks none too friendly. Why's life always such a hassle for the Kongs?

GETTING AROUND

When you or I want to get somewhere, it's the bus, the tube, a car or get on your bike. At a stretch you might just get to ride a horse if your parents are well off. But that's as exotic as it gets. In DK's world there are much more interesting ways to transport yourself around. Don't try these in the real world though.



★ Let's start things off simple. If there's an expanse of water stretching out in front of you, it's time to take a dive.



★ Are the bad guys getting the better of you? What you need is a leathery rhino pal who can give you a ride and them a good nutting.



★ Rhinos are good for straight line strength, but when you need to get up a bit higher, you might want to try a tightly coiled snake.



★ And finally, the ultimate in sky high transport is this gyrocopter. No need to trouble yourself with the jungle floor at all if you have this beauty.

multiple items simultaneously. Sadly, *DKC2* is where Rare's penchant for creating hideously boggle-eyed, twee freaks took root, too; new chimp Dixie Kong was the first in a long line of Dr. Moreau-style monsters to star in Rare games, followed by the likes of *Diddy Kong Racing's* frankly terrifying Timber The Tiger. It all reached a terrible low point in (shudder) *Donkey Kong 64's* Lanky Kong. Eugh. *Donkey Kong Country 2*, though, is big and fun, if punishingly difficult at times. It's never quite as imaginative, considered

Top Tip

Our only advice is to go and buy this cracking platformer immediately. It's one of the best GBA games around.

and play-all-day fun as the equivalent Mario games, but it's none the worse for that. As well as faithfully recreating the 40-odd levels of the excellent original game, this fine GBA port also stuffs in plenty of new features, such as a welcome co-operative mode and a number of minigames that cater for the lone player and his or her mates. They're not a bad bunch either, Funky's Flying being the best of them (reminding us ever-so-slightly of a stripped down *Pilotwings*), and all in all, *DKC2* remains the best sort of monkey business.

JES BICKHAM



This GBA port also stuffs in a welcome co-op mode and a number of minigames.



★ That 'thing' is all that stands between you and a glorious wealth of banana-related pleasure. Go girl!



★ That's the trouble with monkeys, they're always hanging around when they should be getting on with the job.



★ I put it to you, dear readers, that no-one knows what a pirate's hat is called.



★ Look at the beautiful reflections in the water. That's the power of GBA.

LOOK 'N' FEEL

Just like the old SNES game. If you played that, you know what to expect.

GAMEPLAY

Solid platformer, as you'd expect from the clever Nintendo people.

LIFESPAN

These platformers are not only large, but they're challenging.

DIFFICULTY

The majority of it is manageable, but a few bits are super-tough.

ADVANCE-OPINION

This should thrill a whole new generation of platform fans. It's the brilliant original with bells on!

86%



GAMEINFO

- **PUBLISHER**
Vivendi
- **PHONE**
0118 920 9100
- **WEB**
www.vugmes.co.uk
- **PRICE**
£30
- **SAVE**
On-cart
- **LINK-UP**
Yes (Multi-pak and Single pak)
- **OUT**
Now

CRASH BANDICOOT: FUSION

To be brutally honest, Crash Bandicoot gives us the willies. He's like the worst sort of puppet – grinning and evil and altogether disturbing. Just look at his eyes – there's nothing behind them, just the manic vacancy of a drooling madman. That permanent rictus grin doesn't help either, like a fluffy marsupial corpse that's been animated by dark, dark magics.

When we see Crash Bandicoot, we get the same kind of feeling that we did when we first saw the Childcatcher in Chitty Chitty bang Bang – he's meant to be a little bit funny, a little bit charming in an odd way, but in the cold light of day

he's close to the most terrifying thing humanity has ever seen. Bedwetting guaranteed for a month (which is most distressing seeing as we're mostly grown men on Advance). And then some. *And* he's orange! The very colour of nightmares, plainly.

But whatever your feelings about the strange jumping beast, and whether he's the absolute worst example of character design ever seen, there's no denying that he's starred in some darn good games. His original platformers on the PSone were colourful and (even despite Crash's hideous gurning and ear-rending cackling) full of

MINIGAME MANIA

The very best things about *Crash: Fusion* are all the many minigames you'll get to play. There's a huge amount of variety to them and you'll be playing them long after you've finished the main game. Let's take a look at some of them, eh?



★ One of our favourites, this – you get to drive a little tank around, shooting obstacles and other tanks and avoiding getting shot. As any sane bandicoot would, eh?



★ An odd one this – control the little helicopter to shoot falling tanks, while also controlling the bubble Crash sits in to avoid any tanks that avoid the 'copter. Very strange but not bad.



★ This isn't a minigame as such, but you can at certain points buy trading cards. Naturally some cards are present here that aren't in *Spyro Orange* so you can trade with friends.



★ You're riding a little bear in this one. You can speed him and jump – essential to cross all the gaps and obstacles that get in your way. You can also break crates for bonuses.

personality. They may have been pretty linear and straightforward, but that didn't stop them being jolly good fun indeed. Since then, Crash has appeared in all sorts of games with alarming regularity, some of them good, some of them not so good, culminating in the recent release of *Crash Nitro Kart*, a *Mario Kart* rip-off that was actually not half bad. But for *Crash Bandicoot: Fusion* it's back to basics... sort of.

So it's not in fancy pseudo-3D, but otherwise this is pretty much the Crash we all know and (possibly, on a good day) love. He moves from left to right, collecting fruit and double jumping, even doing that funny little whirlwind spin of his

Top Tip

Remember you can double jump – jump and press jump again to reach higher platforms. Very useful.



★ Crash has been on the vine again... ha, haaa... on the vine. No? Please yourselves. Here's Crash jumping onto a swing, then.



★ Can you see Crash in his little pod? Make sure he doesn't get hit by those chutes.



★ This chap has a chopper on his back, or some rotors at least. Bring him down.



★ It's your old mate the Aku Aku mask. His instructions are clear and to the point.



★ Crash is throwing a fit. Calm down, it's not as if Cortex and Ripto have ganged up on you... oh.



★ Surely there's an opportunity for some sort of 'bear behind' joke here. Any takers?



★ Dave the chameleon was notoriously crap at matching his colour to his surroundings.

to noble enemies. So far, so good – and so familiar. But that's not a bad thing. While Crash might be nowhere near the platformer that Mario is, his running and jumping in *Crash Bandicoot: Fusion* is accomplished, easy to play and oddly moreish. It looks like a treat too, full of the garish primary colours that Crash is known for, with the added bonus of some splendidly animated monsters to bash and characters to talk to. The music, however, is a bit of a let down – it's perfectly fine but the relentlessly upbeat and jaunty tunes get hyper-annoying after extended play. Best stick on the latest Busted CD instead.



★ That's it Crash, tuck and roll. Very graceful. Actually he might just be plummeting to his death and I've misread the situation.



★ As Coco rightly points out, this is a warp portal. Should be handy for eliminating the daily commute.

So it's all pretty much as you might expect. Except that there are two big things that mark this out as something a little out of the ordinary for a Crash Bandicoot game. The first thing is the sheer wealth of minigames on offer. To progress, Crash has to enter minigames on each level and successfully complete them to nab a purple crystal – collecting these is what allows you to move onwards. And there's an enormous variety on offer, simply loads and loads of them, and they add a hugely welcome dash of variety and unexpected what's-going-to-happen-next? excitement to the game. Crash might be driving a tank one moment or riding a little sheep/bear thing the next, leaping over crates and racing towards a finish line. It's a brilliant touch and, like *Wario Ware*, there's loads of different things to get your teeth stuck into. Some games are obviously more successful than others, and of course some are duds, but there's definitely more hits than misses here.

The other big thing about *Crash Bandicoot: Fusion* is that it crosses over with its sister game *Spyro: Fusion*. Yes, we know that there's really no link at all between Crash and Spyro the dragon, but the big hook is that the two characters' enemies (Ripto and Dr. Neo Cortex) have crossed dimensions and teamed up to beat our goody two-shoes twosome. What this means in reality is that the two games are designed to link up to each other – do so and there's a wealth of unlockable content to delve into, plus collectable trading cards to obtain and swap. But even if you don't have any friends that own *Spyro: Fusion*, there's lots of Crash link action as you can play the minigames as multiplayer games for up to four chums. That's a lot of minigames and potentially, a lot of fun.

JES BICKHAM

“There's an enormous variety of minigames on offer...”

LOOK 'N' FEEL

Crash himself is horrible but his gameworld is brash and colourful.

GAMEPLAY

Standard platforming enlivened hugely with a wealth of minigames.

LIFESPAN

The potential for replaying minigames – and multiplayer – is immense.

DIFFICULTY

Mostly it's the minigames that offer difficulty – otherwise it's quite easy.

ADVANCE OPINION

A colourful, basic but fun platformer with loads of minigame variety and top link-up options.

80%

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LMA Manager 2001
LMA Manager 2002
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Harry Potter & Pof Azkaban
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Lord of the Rings: R. of King
Mario & Luigi: S-star Saga
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Metroid: Zero Mission
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Pokemon Gold
Pokemon Pinball: Ruby & S.
Pokemon Red
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Reign Of Fire
Sims: Bustin' Out
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Sonic Advance 2
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Spyro: Season of Flame
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Azurik: Rise of Perthia
Backyard Wrestling
Blackstone: Magic & Steel
Blood Omen 2
Blood Wake
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Castle Wolfenstein, Ret. to
Championship Manager '02
Colin McRae Rally 4
Combat Elite: WWII Parats
Dark Angel, J. Cameron's
Deus Ex: Invisible War
Driver 3*
Enter the Matrix
Fight Night 2004
Fire Blade
Freestyle Metal X
Full Spectrum Warrior*
Grand Theft Auto 3
Grand Theft Auto: Vice City
Gun Metal
Halo
Hitman 2: Silent Assassin
Hitman 3: Contracts
House of the Dead 3
Indiana Jones: Emp.'s Tomb
Indiana Job: L.A. Heist
Jedi Knight 2: Jedi Outcast
Jurassic Park: Op. Genesis
Knights of the Old Republic
Legacy of Kain: Defiance
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: T. Towers
Mafia
Manhunt
Medal of Honor Frontline
Metal Arms: Glitch in System
NBA Live 2004
Need for Speed Undergrnd
NFL Street
Ninja Gaiden
Prince of Persia: S. of Time
Project Gotham Racing
Project Gotham Racing 2
Project Zero
Rainbow Six 3
Raw 2, WWE
Return to Castle Wolfenstein
Sea Blade
Secret W. Over Normandy
Sega GT 2002
Shenmue 2
Simpsons: Hit & Run
Sims: Bustin' Out
Splinter Cell
Splinter Cell 2: P. Tomorrow
SSX 3
Star Trek: Shattered Gal.
Star Wars: Clone Wars
Star Wars: Knights Old Rep.
Suffering
SWAT: Global Strike Team
The Suffering
The Thing
The Two Towers
Thirteen
Tiger Woods Golf 2003
ToeJam & Earl 3
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Van Helsing
Way of the Samurai 2
X-Files: Resist or Serve
Yu-Gi-Oh! Duellists of Roses
007 Everything or Nothing
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PS2

Age of Empires 2
Alias
Athens 2004
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Conflict: Desert Storm 2
Dje Hard: Vendetta
Disgaea: Hour of Darkness
Driver 3*
Dynasty Warriors 3
Enter the Matrix
Escape from Monkey Island
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Hitman 3: Contracts
Indiana Jones: Emp.'s Tomb
Iron Storm
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Metal Gear Solid 2
MX Unleashed
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Primal
Prince of Persia: S. of Time
Pro Evolution Soccer 3
Rainbow Six 3
Ratchet and Clank 2
Red Dead Revolver
Res. Evil: Code Veronica X
Richard Burns Rally*
Rise to Honor
R-Type Final
Secret W. Over Normandy
Silent Hill 3
Simpsons: Hit & Run
Sims: Bustin' Out
Soul Reaver 2
Sphinx & Cursed Mummy
Splinter Cell
Star Trek: Shattered Univ.
Stuntman
Suffering
Syphon Filter: Omega St.
Teenage Mut. Ninja Turtles
The Fast and the Furious*
The Getaway
The Sims: Bustin' Out
The Suffering
Time Splitters 2
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 4
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Transformers
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Aggressive Inline
Animal Crossing
ATV Quad Racing 2
B = 02
Baldur's Gate: Dark Alliance
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Beyblade
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
BloodRayne
Buffy 2: Chaos Bleeds
Bulletproof Monk*
Burnout
C = 03
Capcom vs. SNK: EO
Chamber of Secrets
Code Veronica X
Conflict: Desert Storm
Conflict: Desert Storm 2
Crystal Chronicles
D = 04
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Die Hard: Vendetta
Disney Sports Football
Double Dash, Mario Kart
Dragon Ball Z: Budokai
Dredd vs Death
E = 05
Eighteen Wheeler
End Game
Enter the Matrix
Eternal Darkness
Euro 2004
Everything or Nothing: 007
F = 06
FIFA 2003
FIFA 2004
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Freedom Fighters
F-Zero GX
G = 07
Gladius
Goddess Reborn
Godzilla: Destroy all Monst.
H = 08
Harry Potter & Ch. of Secrets
Simpsons: Hit & Run
Harry Potter: Quidditch Cup
Harvest Moon 2: Wand. Life
Hitman 2: Silent Assassin
Hobbit
Hulk
Hunter: The Reckoning
I = 09
Ikaruga
Incredible Hulk
J = 10
James Bond 007: Nightfire
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Judge Dredd: Dredd v Death
K = 11
Kirby's Air Ride
L = 12
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg. of Zelda: Majora's Mask
Legends of Wrestling 2
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
M = 13
Magical Mirror
Majora's Mask
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Arms: Glitch in System
Metal Gear Solid: T. Snakes
Metroid Prime
Minority Report
Mission Impossible: O. Surma
Mortal Kombat: Deadly All.
N = 14
NBA Street Volume 2
Need for Speed Undergrnd
Nightfire
O = 15
Ocarina of Time: Master
007 Nightfire
P = 16
PN 03
PGA Tour 2004
Phantasy Star Online
Pikmin
Pikmin 2
Pokemon Channel
Pokemon Colosseum
Prince of Persia: S. of Time
R = 18
Rayman 3
Rebel Strike, R. Squadron 3
Reign Of Fire
Res. Evil Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rogue Leader
Rogue Ops
S = 19
Samurai Jack: Shad. of Aku
Sands of Time, P. of Persia
Sanity's Requiem
S'Bob S'Pants: R.EDutchman
Scooby Doo: Night of 100 F.
Scorpion King
Scream Arena, Monsters Inc
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Silent Assassin, Hitman 2
Simpsons: Hit & Run
Sims: Road Rage
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Starfox Adventures
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Streets of L.A.: True Crime
Suffering
Sum of All Fears
Summoner Goddess Reborn
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball 2
Super Smash Bros Melee
Swingz Golf
Swingz Golf
Sword of Vengeance
T = 20
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Tarzan Freeride
Teenage Mut. Ninja Turtles
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The Fellowship of the Ring
The Haunted Mansion
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The Hulk
The Italian Job: L.A. Heist
The L. of Zelda: Majora's M.
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Matrix
The Reckoning, Hunter
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin' Out
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Tom Clancy's Sum of Fears
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution
U = 21
UEFA Euro 2004
Underground, N. for Speed
V = 22
Viewtiful Joe
W = 23
Wario World
Warzone, Smuggler's Run
Whirl Tour
Wolverine's Revenge
World Cup 2002
Worms 3D
Wreckless: Yakuza Mission
WWE Wrestlemania X8
WWE Wrestlemania XIX
X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Z = 26
Zelda: Majora's Mask
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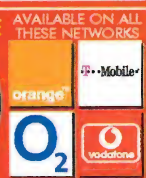
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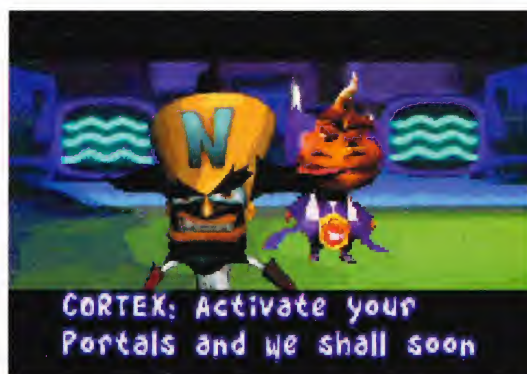
SPYRO FUSION

GAMEINFO

- **PUBLISHER**
Vivendi Universal
- **PHONE**
01189 209100
- **WEB**
www.vugames.com
- **PRICE**
£30
- **SAVE**
To cart
- **LINK-UP**
Yes (multi-pak and single pak)
- **OUT**
Now

After a brief play this appears to be comfortably familiar Spyro fare. You run along, jump the platforms and flame those bad guys. And as with the 3D incarnations of Spyro, you also develop new skills as you play through. For example, you soon learn that you can jump and bash enemies and objects and also learn a lesson in extended gliding which will get you across larger-than-usual gaps. Plus of course there's a diverse range of enemies – from club wielding brutes to vicious plants – and an equally diverse range of traps – falling icicles, eruptions of lava and so on. So far, so Spyro.

But that's only part of the story. Scattered throughout each level is a number of portals. Through each portal is a very basic – but fun – mini-game which must be completed either for a bonus or to secure your passage through to the



★ Cortex and Ripto team up to ruin the lives of both Crash Bandicoot and – in this game – Spyro. Evil blighters.

MINI-GAME MADNESS!!!

As well as the usual platforming type action, *Spyro: Fusion* is lifted above the norm by the inclusion of loads of little bonus games and mid-level challenges. Some are based on classic old games and there are even multi-player games for you and your friends to play with a link cable.



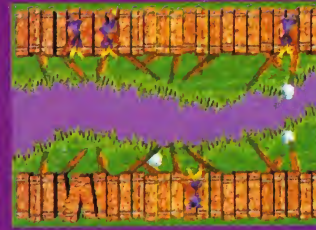
★ Keep hammering the A button as fast as you can. This operates the machinery that will put out the fire. There's a time limit though.



★ That's Spyro in the bubble at the bottom. This is like a cross between *Space Invaders* and *Breakout* (if you're under 30 you won't understand).



★ This is one of the tougher games. You have to avoid getting trapped behind a wall and shoot those spiky bombs out of the way too.



★ Grab a few friends, shove in a link cable and have a go at one of the many multi-player games. This is *Bridge Fight*. Shoot the other Spyros.

next part of the main game. A challenge might involve top-down, shoot-'em-up style action; get through to the end without getting hit and you've cracked it. Alternatively, in the main game you might get stuck behind a massive ice block... cut to another sub-game involving you trying to melt the ice by frantically bashing the A button to flame it away within a time limit. These games might not be as inventive as those found in, for example, *Wario Ware*, but they do provide variety. There are literally dozens of these cheeky little challenges and as such they represent a substantial part of the game making this quite a bit

Top Tip

If an enemy's attack has a long reach and you can't flame him, jump over him and slam down to kill him.

different from previous *Spyro* titles.

So what's all this 'Fusion' malarkey, then. How exactly is this game 'fused' with *Crash: Fusion* and vice versa. There are two main areas where this occurs. In the single-player game *Crash's* old nemesis Cortex has teamed up with *Spyro's* enemy Ripto. As a result our heroes are in jeopardy... blah blah blah... heard it all before. The upshot is that in this game *Spyro* has to play through a distinctly *Spyro-ish* game in order to save the day, whereas in *Crash: Fusion* it's *Crash* who has to do the legwork. And in each game, the hero happens across characters from both his own game and the characters from the other game so, for example, *Spyro* meets up with both *Crash* and *Coco* along the way. It's not overly

There are literally dozens of these cheeky little challenges...



★ The entrance to the castle is defended by a rather badly drawn serpent. Still, the rest of the game looks nice.



★ A classic trap. And it'll send you to a classically grisly grave.



★ It's the moment we've all been waiting for. When one gaming legend meets up with another gaming legend. When you're older people will ask "Where were you when *Spyro* and *Crash* met?"



“So is the fusion of two gaming greats a recipe for success?”



★ Old slaphead here is having a pop at you. Edge closer and get him with your fiery breath. Pure Spyro style.

clever, but it is rather neat and interesting for fans of the games to see how the plots intertwine.

The other bit of fusion is not so much 'fusion' as merely 'link-up' but it's great fun all the same. In both titles

the Party Play mode features – as well as those dozens of solo mini games – three sub modes designed especially for link-up play. Cleverly, these modes can be played either with a single pak or with multiple paks, the only downside of having a single pak is that it takes longer for the games to upload to the other players' GBs.

The three modes are Ballistix, Ship Shuffle and Bridge Fight and each one contains six highly combative multi-player mini-games. In Ballistix for example, Cryo Ball is basically a fancy version of Pong. Try out Capture The Flag in Ship Shuffle mode and you'll find yourself as Spyro skittering around a wide open play area trying to nick Crash's flag to take it back to your own base. Finally, the Bridge Fight mode does what it says on the tin. Spyro and Crash stand atop a bridge opposite each other and battle it out. Again, very simple but a right hoot nevertheless.

There is one more bit of fun you and a Crash Fusion-owning friend can have. As you play through the single player game you are awarded (and can also win) trading cards. Once you've got a decent fistful of these glossy and highly desirable little fellows, link up with a friend and you can trade your cards, hopefully getting all your friend's good ones in exchange for your crap ones. It's just like being in the playground, except it uses less

Top Tip!

Persevere with those portal games, because once they're complete, they're unlocked for good.



★ Another of the mid-level challenges involves melting this giant ice cube in double quick time. Easy for one with flaming spit.



★ It's like that old grifter's favourite, Find the Lady. Only in this game you have to find the card with the best bonus.

paper and more battery power.

So, is the fusion of two gaming greats a recipe for success? Or does the result amount to less than the sum of its cartoony parts? You'll be glad to hear it's the former. Not only have the developers replicated the classic gameplay, but the addition of the multi-player games and mini-games makes it a feast of cute, quickfire gaming. There are a few rough edges (graphical glitches, the odd rubbish game) but these are few. For the most part it's great fun.

ANDY DYER

LOOK 'N' FEEL

Slight craggy, but colourful, cartoony and it's definitely a Spyro game.

GAMEPLAY

Half classic Spyro, with a big chunk of Wario Ware and link-up play on top.

LIFESPAN

A large-ish solo adventure but the mini-games and extras keep it going.

DIFFICULTY

Not the toughest game in the world. Some tough single challenges though.

ADVANCE OPINION

It's Spyro with the loss of a third dimension amply replaced by shed-loads of ace mini-games.

83%

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VAN HELSING

GAMEINFO

- **PUBLISHER**
Vivendi
- **PHONE**
0118 920 9100
- **WEB**
www.vugames.co.uk
- **PRICE**
£30
- **SAVE**
Password
- **LINK-UP**
No
- **OUT**
Now

Summer is almost upon us, which generally means Hollywood churning out reel upon reel of blockbuster bilge. So in steps Stephen Sommers, the guy who brought us *The Mummy* and *The Mummy Returns* movies, to entertain us with another action-horror romp: *Van Helsing*. While the film may have been one of the more anticipated of the year, you'd be hard pressed to say the same of the game, as nearly every big film that can conceivably make the transition from celluloid to pixels these days invariably does.

Translating the film's plot into a game plot was probably fairly easy for Vivendi and developers, Saffire. In the film, they already have all the elements of an action adventure. If you've seen the film, you'll no doubt know that Van Helsing, Bram Stoker's fabled monster hunter, is summoned to a

distant Eastern European land, Transylvania, on a quest to eradicate evil. But Transylvania ain't no picnic; it is a world where evil is ever-present, where danger rises as the sun sets and where the monsters that inhabit man's deepest nightmares take form. As Van Helsing (Hugh Jackman of *X-Men* fame), you must crusade through ten supernatural environments (the haunted forest, Castle Frankenstein, Castle Dracula and ominous caverns are just some of these), and be ready to go up against some of the most fearsome foes in all of cinematic history (The Wolf Man, Frankenstein's Monster, Mr. Hyde and even Dracula himself), in a bid to rid the world of malice and restore the forces of good.

It all sounds as though the grand context of the film would transfer devilishly well to the GBA, with its capacity for a large armoury through its multiple buttons, vast array of colours and ability to faithfully reproduce sounds. Well two out of three ain't bad. The choice of weapons is certainly great (grappling hook, pistols, tojo blades, crossbow and electric gun), the grappling hook being of particular use in tricky situations. Either escape approaching creatures by firing said hook at an adjacent wall (you can then slide from one side to the other) or shoot it straight into your enemies, drag them towards you and then slash them up with your tojo blades. You can also use it to climb up ledges or get out of holes.

If only the other aspects of the game had the same pull as Van's super arsenal. The blame first lies with our hero himself; 'as-manoeuvrable-as-a-removal-van' Helsing. Controlling him is a drag, and getting him out of trouble by



★ Stone gargoyles take flight from the walls to pin Helsing down. Not very friendly, then.



★ Hugh Jackman realises that he's forgotten to bring a pen when asked for autographs.

BRING ON THE BOSSES!

It stands to reason that in the land of the undead, the bosses (Wolfman, the Brides of Dracula, Frankenstein's monster, and even Dracula himself) will die once, only to come back to life later on in the story. A spooky touch? Or an easy way to recycle the same characters more than once? Hmmm...



★ After bashing Kate Beckinsale to the ground, Jackers talks frankly with Frankenstein. You need to use the crossbow, then the tojo blades when he electrifies and charges at you.



★ The Wolfman can only be beaten by running away in fright, then getting in the right position to line up your crossbow sights. Take aim, fire and then move again.



★ Double trouble: these statues clonk around trying to lop your head off. Get behind them and shoot their calves with your newly acquired electric gun. It's the only way.



★ The Brides of Dracula are quite partial to human blood. The best strategy is to dodge their teleporting, hide at the sides of the screen and fire off your arrows.

running and jumping painfully difficult. The graphics are rather average and it goes without saying that the GB's colour palette has been murderously underused. What a horror story.

As for the music, it's monstrously monotonous and horribly undynamic - the worst part of it being a danger motif that repeats incessantly when your health bar drops down to deathly levels. Unfortunately, the isometric (three-quarters) playing view, which uses multiple layers of objects to simulate a 3D environment, isn't much better. Added to that, spatial dimensions are indistinguishable most of the time. For instance, it is all too easy for Van to get sliced up by pokey ghouls when clearly they haven't touched him. Granted, it goes the other way too: if you pick your spot, you can kill an enemy without him being a threat to you. Nevertheless, it's this arbitrariness that hampers the gamer's ability to progress, turns him into a cursing werewolf and ultimately, is detrimental to the gameplay.

When the full moon has waned, and you're feeling less frustrated and more human, there is the password save facility. However, this is no saving grace. It gets worse: the plot (told through the frequent dialogue screens between you, Kate Beckinsale's character, a gimpy clergyman and your monster friends) seems well mapped out at first, but then becomes an inconsequential distraction that you'd rather ignore.

As such, after a while the journey across Transylvania itself seems rather aimless, which is hardly surprising since the game's plot offers no clear structure. Instead it meanders

Top Tip

Collect enough gold glyphs and you can unlock a secret. Shh, keep it quiet. It's a secret, after all.



★ Van the man uses grapples with his hook to rise up and snag an extra life. Clever chap!



★ With his energy depleted, Van starts seeing double.

After a while, the journey across Transylvania seems rather aimless...



★ Behold the opulence of Notre Dame. The bells, the bells! Turns out the Hunchback is Mr Hyde.



★ Helsing gives Dr. Jekyll's alter ego a serious hyde-ing.

“There’s no doubt that Van Helsing is a challenging game...”



★ The cinematic scope of the game is limited to these chapter screens. Not quite as exciting as the movie is it?

indiscriminately. Indeed, it’s difficult to ascertain how far you’ve got in the adventure because there is no strict demarcation for the levels. On a more positive note, there’s no doubt that *Van Helsing* is a challenging game, and if you enjoyed the lunacy of the movie then you’ll get a certain kick from taking on the characters here. But it’s the pace of the game, combined with frustration caused by elements of the gameplay that would make you rather watch a maggot slither through putrefying flesh. In the end *Van Helsing* is not so much a famous yarn as an infamous yawn.

CHAS ROWE



★ Now, if we all link hands, we can play ring-a-ring-a-corpses, a pocket full of maggots.



★ Fire in the hole! And no-one likes a fiery hole.



★ Methane and rotting odours tend to follow Van like an angry motorist. They invariably explode from time to time.

LOOK 'N' FEEL

Moody visuals; good weapons, but lazy animation and graphics.

GAMEPLAY

Lack of structure and let down by flawed isometric design.

LIFESPAN

Challenging on a short-term basis, but ultimately unsatisfying.

DIFFICULTY

Harder than it should be but more frustrating than anything.

ADVANCE-OPINION

A disappointing spin-off that promised to, but could not deliver us from evil. Doesn't deserve to be immortal.

60%



**“83 kills...
reporting for duty”**

Henry Mackenzie, 13, Year 9

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PITFALL

THE LOST EXPEDITION



The saying that 'old ideas die hard in the gaming industry' could not have rung truer in 2001 when *Pitfall: The Mayan Adventure* swung into action on the GBA. Unfortunately, the hero of the game – Harry Jr. – was unable to live up to his old man's twenty-year, multi-platform success. Missing his target, he landed with a bump and failed to offer anything new to the platform genre. Judging by the reception of the first GBA Pitfall game, you'd think a sequel was hardly warranted. On the contrary, it is welcomed. Because *Pitfall: The Lost Expedition* is stark proof that in the games industry, old ideas don't always die hard – they sometimes come back better than ever.

Yes, redemption is possible. Activision have reinvigorated the Pitfall name, helping it to move with the times. New times of course mean a new plot, which really is what governs the game's playability. In *Pitfall: The Lost Expedition*, you embark on an adventure to rescue a lost expedition of explorers, stop a vengeful shaman, prevent an arch rival from stealing treasures and help a princess fulfil her destiny. It's these plot lines and half an hour of play that make you realise that this game has learned a lot from nearly every platformer ever invented. By no means a bad thing, the

This game has learned a lot from nearly every other platformer ever made...

★ Pitfall has its own belief system: that there is indeed life after death... albeit in the form of a crude line drawing



★ Defeating bosses reveals gems that whisk you back to the central map so you can take on the next level.



★ Harry finds one of the lost explorers suffering from a headache, a broken leg and sunburn. Ouch.

GAMEINFO

- **PUBLISHER**
Activision
- **PHONE**
01753 756100
- **WEB**
www.activision.co.uk
- **PRICE**
£30
- **SAVE**
To cart
- **LINK-UP**
No
- **OUT**
Now



★ Swimming caverns reveals yet more treasure. Make sure you hold your breath and you'll be rich in no time.



★ "You know, from here it nearly looks like a face, only without the mouth", mused the old man... like a loony.

PITFALL HARRY'S POTENTIAL PRATFALLS

Being an intrepid young explorer with his father's big boots to fill, Pitfall Harry occasionally acts in haste and repents at his leisure. That being the case, it's best to approach your adventure with caution lest your potential pitfalls become actual pratfalls. You have been warned...



★ Our precocious hero takes one step too far. Result? Floor plant's lunch. This level is dotted with man-eating traps. It's a trip back to the start for you.



★ It looks like Harry's moonwalking, but he's sliding out of control towards some penguins, into which he should roll or attack with his slingshot.



★ While swinging on the vines like Tarzan, never just drop off them. It might appear cool but you can't be sure how big the gap is, so leap off.



★ One false move on an unforgiving pogo stick and it's peppermint tea time. You'll recoil in horror every time you go 'sploosh'. Try again Hazer!

game, like a diligent school pupil, applies its knowledge well. The package is nice, neat and familiar; the graphics and animation crisp and detailed.

What makes this game so interesting is the positive divergence of plot and gameplay. You begin with standard platforming and once the level is complete, you move into a search for the survivors of the lost expedition in a bird's-eye-view exploration and adventure format. It's during these levels where the plot thickens. Your pint-sized Indiana Jones is aided by a talking Jaguar, who, as well as providing comic relief, also drops hints that will help you unravel the mystery of the Shaman. At the same time, you collect treasure, which you then trade in for special abilities (super fast running, barging, and pseudo-Sonic rolls). As the adventure deepens, so do the challenges, one of the hardest being a pogo stick log-jumping exercise on a sludgy river whose current mercilessly takes you along with it.

Otherwise, Harry faces the usual enemies: scorpions, bats, and piranhas, insects, natives, mercenaries, bush ninjas and monkeys. Somewhat disappointing is the fact that none of these yield points or power-ups when you kill them, just little ghosts that rise up from their fallen bodies. Another gripe is the size of our hero on the screen; being so close to Harry means that there's not much viewing area around him. As a result, the only option is to progress cautiously, holding down on the control pad to scour below you.

However, these are very minor problems. In terms of the potential for adventure, this cart is like a knapsack full of

Top Tip

Don't scrimp on collecting the treasure. The Spirit Trader will reward you handsomely for your effort.

bursting. There are a whopping 50 levels set in a variety of places, from lush jungles, to dark caverns, to marshlands and snowy mountains to name but a few. The game also features six boss fights and five minigames, so there's plenty to be getting on with. In addition to this, there are seven slots in which to save your progress, which is just as well because the lost expedition will take quite a while to find. The only pitfall you face is what will happen if you don't buy this game. Now, go and get your hiking boots on.

There are a whopping 50 levels set in a variety of places...

CHAS ROWE



★ Don't you throw that pebble at me, you cheeky little monkey! I'll send you to a lab.



★ "My, oh my," said Harry. "And I thought they only had pyramids in Egypt." Snow joke, folks.



★ Find the Spirit Trader and he'll offer you special abilities for your treasure. He likes treasure, you know. But not toothpaste.



★ Stop off at water fountains and you can conveniently rehydrate yourself and top up your energy level (but you can only do it once, greedy guts).

LOOK 'N' FEEL

A solid, well designed platform-cum-exploration-adventure.

GAMEPLAY

Digestibly structured, with the right amount of plot and platforming.

LIFESPAN

Middling, but with enough adventure to leave you breathless.

DIFFICULTY

Instantly approachable but best played in short bursts to conserve energy.

ADVANCE-OPINION

A longer adventure would have been nice, but this is pretty entertaining and heroic stuff. Loads of treasure in it, too!

81%

DIGIMON RACING



GAME

- **PUBLISHER**
Atari
- **PHONE**
0208 222 9700
- **WEB**
www.uk.atari.com
- **PRICE**
£30
- **SAVE**
To cart
- **LINK-UP**
Yes
- **OUT**
Now

Here we go then, *Digimon Racing* is a game that – you can tell just by looking at it – is a straight copy of *Mario Kart*. So that's the end of this review. There's nothing left to say. The trouble is, that leaves us with a couple of problems the first of which is that we still have two pages left to fill. More importantly though, if we left it at that, we'd be doing the game a disservice because, despite appearances, this isn't entirely a *Mario Kart* rip off. There's a little bit more to it than that. But we'll deal with that later. First we'll go over the basics for any of you who aren't familiar with this type of game.

It's a Kart race. The types of Karts are not important. What is important is that you can choose from a selection of eight of your favourite Digimon characters, each with different racing strengths. For example Agumon is a good all

rounder with moderate speed, OK acceleration and average handling. If you're a good racer go for Ganamon with his high top speed but crap handling. If you're nervous, a better bet is Tentomon who sticks to the road like glue but trundles along like a four-wheeled lump of cheese. Once you've chosen a character, enter Cup Mode to play through a series of races on themed courses.

Once you've tired of the Cup races, you can try out the Time Trials and Quick Races. These One off challenges reward success with medals and – more importantly – the unlocking of extra bonuses. So, the more racing successes you score in the various play modes, the more areas and secret racers you unlock.

It's all good fun and all very much like *Mario Kart*. But as we've already mentioned, there's a bit more to it than that, especially for Digimon fans. For example, while the basic



★ Jump to avoid mines planted by other racers.



★ You'll find these little green fellas on the track. They slow you down when you hit them.



★ Hit a turbo strip or get a good start and you'll see your exhaust pipes burst into flames.



★ There's a right old ding-dong going on here. Come on Agumon!

LOCATION, LOCATION, LOCATION

If you simply drove around a grey oval track it would be a fairly dull experience. That's why developers always try to provide as many exotic locations as possible. Our only problem with this is that they always tend to rely on fire and ice to provide the hazards. Why not a jelly level?



★ It's a desert out there. I must have been in this heat too long. I'm seeing a mirage of myself floating in a bubble. Hang on, it's really happening.



★ Oh dear. It's an icy level and one of the weapons freezes you in an ice cube. That's not very imaginative is it? The yeti's a nice touch, though.



★ Now I'm getting jungle fever. In a rush to Digivolve all these Digimon are fighting to get onto the black energy strip on the floor. It's mayhem.



★ We're in Toy Land and what a lovely pastel-coloured place it is. It's nice an easy to see the tracks on these levels, which is always a bonus.



★ A variety of creatures pop up to make your race all the more difficult.



★ He's on fire. But that's not necessarily a compliment. Get a blanket!

weapons you can pick up on the track are slightly inferior to those in the *Mario Kart* games, you can also run over strips on the track to charge up your racer in order to Digivolve. Doing so gives you a speed advantage and equips you with a special attack tailored to each individual Digimon. This makes your choice of Digimon all the more strategic.

What's more there's a Boss encounter at the end of each set of races. Win the Eastern Cup and you'll face a showdown with Diaboromon in which you have to grab weapon, retreat to a safe area until he stops attacking, let attack back then head off to find another weapon. It

provides a nice bit of variation from the straight racing and makes up for the fact that the main courses are not quite as well designed as those in the 'other' kart games.

It would be easy to dismiss this as just another Kart racer (because for the most part it is) but to its credit, *Digimon Racing* manages to bolt enough interesting bits onto its sub-*Mario Kart* chassis to make it a worthwhile experience in its own right. Like an Astra with a load of spoilers and a turbo charger strapped on – it's still a bit naff, but it's flipping good fun to drive around for a bit.

ANDY DYER

Digivolving gives you a speed boost and a special attack...



★ These levels are a nightmare. They look nice but you can never quite tell where the track is going. Does your head in.



★ Don't go driving through that orange stuff... IT'S LAVA. What? You'd guessed that already? Clever readers.



LOOK 'N' FEEL

Nice Digimon characters and the scenery look smart in places, too.

GAMEPLAY

Standard karting action, but the Digimon features are interesting.

LIFESPAN

Loads of cups to play through and multi-player options. Plenty here.

DIFFICULTY

Starts off easy enough, but the racing soon gets super tough. Not for novices.

ADVANCE OPINION

A derivative kart racer perhaps, but it has a few nice features that will appeal to real Digimon fans.

72
9/10



★ The story is perhaps the weakest part of the game. Really, who didn't see trouble coming with a name like Dark Lord.



★ Throughout the game, the visuals are nothing short of fantastic. This, ultimately, is the main reason why you'll want to see it right through to the end.



SWORD OF MANA

This isn't so much a straight sequel – more a reworking and retelling of the myths arising in Square's highly regarded *Secret of Mana* on the SNES. So more of a successor than a sequel then.

Anyone who's played the original will know what an utterly fantastic experience it was – made all the better by the fact that fairly early on in the game, a second character (and therefore human player) could join in the action. An epic co-operative RPG, with a superb real-time battle and level-up system and a cracking plot. It's no wonder that fans consider it one of the best RPGs ever made. Unfortunately this is not the kind of praise that we can lavish on *Sword of Mana*.

Now don't get us wrong, it's not a bad game by any means. It's a solid enough RPG – if a little on the short side. The artwork, environments and effects and so on are beautifully designed (as you'd expect from Square) and you'll no doubt enjoy the adventure from start to finish – but for anyone looking for the kind of quality found in the previous Mana games, you won't find it here.

To begin with, there's no co-op play (something that we were really looking forward to). Instead you get to choose from one of two characters at the start of the game. This affects the perspective from which the story is told – which is all very well and good, but to be perfectly honest the game isn't drastically different despite your choice of character, so there's little incentive to play through twice. To make matters worse the second (computer controlled) character who joins you early in the adventure, is a bungling idiot. He

GAMEINFO

- **PUBLISHER**
Nintendo
- **PHONE**
0207 471 6680
- **WEB**
www.nintendo-europe.com
- **PRICE**
£35
- **SAVE**
To cart
- **LINK-UP**
Yes
- **OUT**
Now



IT TAKES TWO, BABY

As with any RPG, you're not going to be alone on your epic quest. Joining you on this occasion is a young lady or young man depending on who you choose at the beginning. Take a look at who you can choose and what to do with them once you've chosen.



★ The male character is your standard warrior type – good with armour and defense. While the lassie here is great for magic, healing and agility.



★ Unfortunately, the second character is a right clutz when you're not controlling them – getting left behind and swamped with enemies.



★ Both characters have a great level-up system. You just keep hacking away in real-time (like in the *Zelda* games) and eventually you'll gain a level.



★ Enter the stats screen and you choose which areas you want your character to improve in – this lets you configure them how you want.

or she (depending on who you choose) follows behind you at all times, but too often we found that they got stuck in scenery, wandered into danger, refused to fight effectively and, at the end of the day, become a major source of irritation. True, you can switch control over to each character whenever you want, but in the heat of battle that's the last thing you want to think about.

Lastly, many of the elements that are so important in RPGs have been handled pretty shoddily. For starters the plot is criminally hackneyed. It's like playing through a list of RPG clichés that make you grimace in pain each time one rears its ugly head. Also, bosses, one of the best bits of any RPG are intensely dull. Lacking in strategy and imagination they revolve around hacking away, healing, hacking away and healing. Boring in every sense – and not what you'd expect from the masters of the RPG genre.

Granted, you can forgive these points fairly easily – and they don't affect your overall enjoyment too much, but with classics like *Shining Force*, *Golden Sun* and *Fire Emblem* either already released on GBA or coming very soon, this really should have been better.

ANDY DYER

Top Tip

Hit select to take control of the other character. This way you can steer them out of trouble when you most need them.



★ When your secondary character dies, they follow you like a ghost. It's no loss though. It means they're out of your hair.



★ These little sprite things are what give you your magic. By using them constantly you can level them up for more power.



★ The game world is incredibly varied. Seemingly, every area is different from the last, which is rare for an RPG.



★ There's a crude day-night system working in the game. Some areas and quests are only accessible at night for example, so it's worth exploring at different times.

Many of the elements that are important in RPGs have been handled shoddily...



LOOK 'N' FEEL

As you'd expect its visually stunning with beautiful worlds to explore.

GAMEPLAY

An RPG with real-time battles. A bit like *Zelda* (but with leveling-up).

LIFESPAN

You're looking at about 20-25 hours for one character. You won't play it twice.

DIFFICULTY

Not the toughest RPG ever. It's also easy to level up through battling.

ADVANCE OPINION

It's good enough and enjoyable enough, but fans of the *Mana* series will be disappointed.

79%



F-ZERO

FALCON DENSETSU

GAMEINFO

- **PUBLISHER**
Nintendo
- **PHONE**
0207 307 3103
- **WEB**
www.nintendo-europe.com
- **PRICE**
£30
- **SAVE**
To cart
- **LINK-UP**
Yes
- **OUT**
Now

When the GBA was first released in Japan and we all clamoured around to squint at its dimly-lit (or should that be unlit?) screen, the game everyone wanted to play was *F-Zero: Maximum Velocity* – we were all seriously impressed with it. The trouble is, things have moved on for GBA software since then. We've seen some truly incredible technical feats on the handheld (*Ecks vs Sever 2*, for instance...) and these, it has to be said, have taken the shine off Falcon's latest.

Still, it's hard to see how *F-Zero* fans will be disappointed, especially those who still cling to the delusion that the SNES version has yet to be bettered. This is classic *F-Zero* all the way. Flat tracks, 90° turns and shocking hairpins. The handling is still nice and smooth, while tricks like 'pumping'



★ What use is a shield if you're heading in the wrong direction? No use at all, that's what.



★ Jump gaps in the track or your chances of winning are seriously impaired. The gap here has already disappeared.



★ Get those rockets flaring or you'll never catch that indistinct blob in the distance. It looks like Koopa from Mario Kart.

DRIVING AMBITION

They're a crazy bunch in F-Zero world. Quite apart from their outlandish couture, they're always challenging each other to races in their mental rocket powered cars. Mind you, it's more interesting than watching Mikey Schumacher make fools of everyone in Formula One every other Sunday.



★ "I am Lord Pointy-collar and I demand that someone challenge me to a race in some unfeasibly fast rocket cars..."



★ There were more than a few volunteers willing to take up the challenge. Most of them, clearly, were absolute nutters.



★ On a more serious note, if plain old racing ain't your bag, try the many challenges available to you. This is a single sector speed challenge.



★ And so to the business of 'proper' racing. This is the full-on, nuts-out, stomach in your mouth variety of motor sport.



★ This fella's really motoring. In fact, he's going at a whopping 963 KM/h. That would give ordinary folk a nosebleed.

the accelerator are definitely the order of the day if you're going to make it around the tougher tracks in one piece (and ahead of the rest of the field).

Pleasingly, there are some nice extra features hidden away too – the most important of which is the inclusion of the game's Story mode. Here you take control of a number of different characters and race against individual opponents in races of varying length. As you progress through a story (which, incidentally, is depicted through a number of anime stills between challenges) you unlock more story, whose

Top Tip

Get a good start and don't forget that brake pumping technique for skittering safely around the bends.



★ I used to have wallpaper that looked like this... that was after I'd vommed on it, mind. It's not a pretty colour, is it?



★ Roughly translated, this bloke is saying "Help me, I am having a red-out and my blood is oozing from my ears!"

stories you can explore from a selection screen. It's a nice addition to the game, sure, but when you compare it to its Gamecube cousin *F-Zero GX*, there seems to be a worrying lack of originality in the kinds of challenges you're faced with, while the difficulty level is perhaps just a touch too easy here.

Naturally, it's the main racing mode that's the real draw for gamers and, just as you'd expect, it's solid, high-speed fun – but as we said earlier, there's something that stops it from achieving greatness.

First, it doesn't 'wow' you visually. Apart from differences in craft design, engine trails and the like, it's all very much like *Maximum Velocity* – and that game's irritating mechanics rear their ugly heads again here, most notably, the CPU crafts' ability to cheat no matter how well you're performing yourself. This can make frustration set in rather quickly on the tougher difficulty settings. It's a flaw that taints many racers to be perfectly honest, but that doesn't make it any more acceptable.

More of the same might not necessarily be a bad thing (when you're talking about jelly and stuff), but we'd be lying if we said we hadn't hoped for better the *F-Zero* franchise.

GERAINT EVANS

The game's Story Mode is depicted through a number of anime stills...

LOOK 'N' FEEL

Looks like *F-Zero* and plays like *F-Zero*. Is that good or bad? Are you a fan?

GAMEPLAY

The super-fast, screeching, brake-pumping action is as fun as ever.

LIFESPAN

Plenty of stuff going on but the easy difficulty will see it finished too soon.

DIFFICULTY

Not hard enough for our liking. Could have done with a bit of beefing up.

ADVANCE-OPINION

Classic gameplay and comfortably familiar fare for *F-Zero* fans. It could have done with a few innovations though.

86%



★ Only Bugs can use the rabbit holes and tunnels.



★ Unlike Bugs, Daffy can swim. Get the crate, duck boy.



★ Unfortunately you can't do any gambling at the casino.

LOONEY TUNES BACK IN ACTION

GAME

- **PUBLISHER**
EA
- **PHONE**
01932 450000
- **WEB**
www.uk.ea.com
- **PRICE**
£30
- **SAVE**
To cart
- **LINK-UP**
No
- **OUT**
Now

This game of the movie stars two of the best cartoon characters ever, Bugs Bunny and Daffy Duck. Which should make it a winner. Sadly, that turns out not to be the case.

The story is based loosely on that of the movie with the evil ACME company trying to find the Blue Monkey Diamond in order to use it for dastardly deeds. So it's up to the good guys to find it first. One neat aspect of the game is that you play as both Daffy and Bugs, switching between them to make the most of their individual talents. For example, Bugs can use rabbit holes to get to areas that are closed to Daffy and, likewise, Daffy can swim across lakes that pose a problem for Bugs. It's a nice touch but much more could have

Top Tip

If you lose many lives in the early stages, give up and start again otherwise you'll be left short later on.

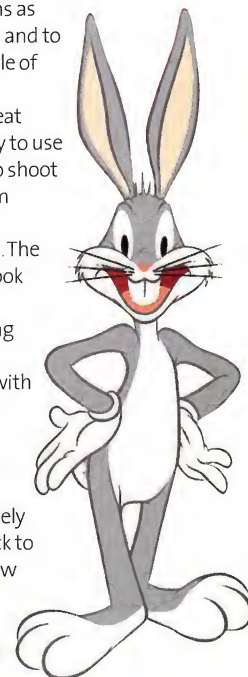
been made of the characters' differences.

The game takes place over four levels incorporating eleven stages. Some of these are isometric 3D platform/puzzle levels in such locations as the Wooden Nickel Casino and Area 52 and to break up the puzzling there are a couple of racing sections.

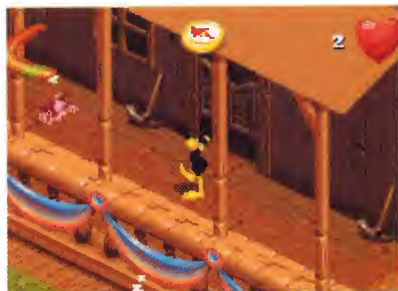
The main levels could have been great combining, as they do, the opportunity to use items to solve puzzles and weapons to shoot cartoony enemies. But they suffer from confusing design and some hideous slowdown when there's a lot of action. The racing sections are even worse. They look good, and play fast, but the action is frustrating and largely pointless adding nothing to the story (or your fun).

Unfortunately, as is often the case with games released purely off the back of movies, what could have been an interesting and amusing game turns out to be a slightly patchy missed opportunity. Fun in places, but ultimately unsatisfying, you have to look way back to Sheep Dog 'n' Wolf on PSone to see how brilliantly a cartoon-based game can be done. This falls woefully short.

ANDY DYER



★ Daffy gets very excited about everything.



★ Foghorn sends you to go and catch monkeys.

LOOK 'N' FEEL

The cartoony looks are pleasing but it slows down horribly at times.

GAMEPLAY

Starts off fun but the challenges are annoying and repetitive.

LIFESPAN

Fairly large. The levels are big and there are quite a lot of them.

DIFFICULTY

More frustrating than difficult really. And the tightly limited lives are a pain.

ADVANCE OPINION

With Bugs and Daffy in it, this should have been hilarious. But in the end it's unsatisfactory.

58%

2
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- PRICE
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To cart
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- OUT
Now

BOKTAI: THE SUN IS IN YOUR HAND

It may surprise you to know that the guy responsible for bringing *Boktai* to life, is one Hideo Kojima – or 'Koj' as his mum likes to call him. Actually, we made that up – but the first bit is true. 'Mr Metal Gear' did indeed crazy up the idea himself – that idea being, to stick a sunlight sensor into a GBA cart and letting the power of that shiny sky orb dictate how the game plays out. It sounds like a gimmick and, well, it *is* – but it all works surprisingly well. Here's how...

The hero of the game is a Vampire Hunter. It's his job to infiltrate dungeons, castles, crypts – whatever – and kill the night-loving beastie within. As any Dark Lord will tell you, the sun doesn't do their complexion any favours and so, armed with this knowledge, it's up to you to give 'em a good old dose of solar to see 'em off. Easier said than done, though. These nasties hide away where the sun don't shine (as it were) and so it's up to you to take the sun to them – and here's where it gets all clever. The sun sensor in your GBA cart works as the battery to your gun.

When the sun is strong enough, it fills up your gun's ammo supply. If you run out of ammo then you not only need to go out into the sun in 'real-life' but your character also has to be outside the dungeon he's in, or possibly, standing by a source of light in the dungeon,



★ It's getting hot in here. But let's *not* take off all our clothes. Instead let's grab the treasure and make a dignified exit.



★ Once the boss has been seen off, you have to drag him all the way back to the start. You can't attack here.



STICK IT WHERE THE SUN DON'T SHINE

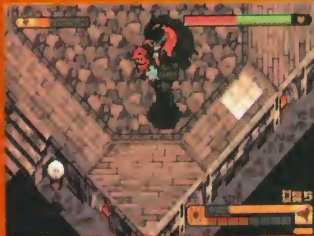
The sun sensor has a number of really smart uses throughout the game from solving puzzles to defeating the game's enemies. Here's a run down of the best.



★ First up is your sun-powered weapon. As long as the sun is shining on you, you'll have all the ammo you need. Unfortunately, it can over-heat so get some shade from time to time.



★ If you want to play at night you can, but you need to store up your solar rays in this battery. There's at least one in each level, letting you recharge when you're running low.



★ Even if you're indoors, sunlight can often creep through windows and cracks. If you're low on ammo, you can lure enemies into these areas to dispatch them with ease.



★ When you've beaten a boss, you have to drag his coffin all the way back through the level and then outside. Place the coffin here and fry it with these giant sun lenses.



★ There's a wide variety of locations to do battle in – so things are never samey.



★ You'll have to wait 'til morning to banish the beast.

like a window or crack in the ceiling.

The sun sensor isn't restricted to just your weapon though – it plays an integral part in many of the puzzles (like lighting lamps to see the way forward) or used as a trap for enemies. Suffice to say then, that this is more than just a gimmick, but an integral part of the experience.

However, as great as all this is, *Boktai* has a number of faults that prevent it from becoming truly great. For every imaginative and clever touch in the gameplay, there are plenty more that are dull and tedious. Pushing blocks and flipping switches all too often make up the bulk of the game's brain teasers and, to be frank, they're simply not much fun. On top of this, many of the game's minor enemies

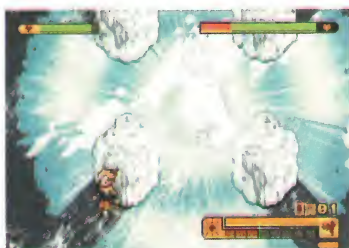
Top Tip

Your character is pretty weak, so it's a good idea to avoid confrontation. Use stealth tactics wherever you can.

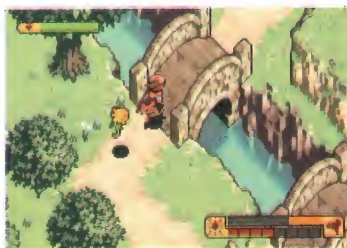
aren't particularly well balanced. They often cause unfair amounts of damage and can easily trap you with little or no chance of escape, which more often than not can cause such a high level of frustration that you'll genuinely want to hurt someone.

Lastly, no matter smart the idea is, you can't escape the bare fact that, inevitably, you'll be put in a position where you have to play outside. Even if you don't want to. Maybe it's just us, but we find it far more comfortable playing on our sofa than we do sat outside our house charging up our weapon, and we'd be lying if we said we didn't find it annoying at times. Even so, if it's a bold attempt at something a bit different you want, this still comes highly recommended.

GERAINT EVANS



★ The game has great effects. Stand behind this block to avoid the blast.



★ *Boktai* takes place in real-time. If it's daytime here it's daytime in the game.



★ Wooh, that's a spooky castle. There won't be much sunlight in there.

LOOK 'N' FEEL

Nicely stylised and sharp visuals with delicate artwork throughout.

GAMEPLAY

The sun sensor is put to excellent use, but the puzzles are a little dull.

LIFESPAN

You'll definitely want to play it to the end which will take about 15-20 hours.

DIFFICULTY

There are three settings that change the difficulty of the puzzles and enemies.

ADVANCE OPINION

Bar a few boring puzzle elements this is a genuinely original game with some excellent touches.

85%

DIRECTORY



Starting with A and ending with Z, our comprehensive round-up of GBA reviews is compiled by experts...

TOP 5 PLATFORM



MARIO ADVANCE 2

From: **Nintendo** Link-up: **Yes**
All back to '92 for a serving of the 'tash meister who's certainly aged with dignity. **94%**



YOSHI'S ISLAND: MARIO ADVANCE 3

From: **Nintendo** Link-up: **Yes**
This game will make the central exhibit of the museum of handheld gaming, platforming excellence. **95%**



BANJO-KAZOOIE

From: **THQ** Link-up: **No**
As sexy a game as side-scrolling, jumping, hitting adventure yarn about a bear and his bird friend can be. **91%**



SONIC ADVANCE

From: **Atari** Link-up: **Yes**
The blue hedgehog's our fave in this new GBA Adventure that's faster than anything else GBA-bound and twice as spiky. **91%**



KIRBY: NIGHTMARE IN DREAMLAND

From: **Nintendo** Link-up: **Yes**
Sparkly day-glo brilliance to rival Mario's outings. Easy but ingenious. **89%**

ACE LIGHTNING

From: **BBC Multimedia** Link-up: **N**
Sub-standard platform junk from the TV show of the same name. **49%**

ADVANCE WARS

From: **Nintendo** Link-up: **Y**
Colourful strategizing that represents all that is best about GBA. **96%**

ADVANCE WARS 2

From: **Nintendo** Link-up: **Y**
Bigger and more beautiful than its predecessor, a gaming WMD. **93%**

AGGRESSIVE INLINE

From: **Acclaim** Link-up: **N**
Passable, rather than inspiring, this is a lacklustre roller-skating sim. **69%**

ALADDIN

From: **Capcom** Link-up: **N**
The GBA version of an ancient console hit, *Aladdin* is young fun. **63%**

ALIENATORS EVOLUTION

From: **Activision** Link-up: **N**
Shallow climbing, running, key-finding melee. For Sci-Fi heads only. **63%**

AN AMERICAN TAIL: FIEVAL'S GOLD RUSH

From: **Swing!** Link-up: **N**
Rank controls, a pensionable concept and a mouse in a cowboy hat. **34%**

ARCHER MACLEAN'S POOL

From: **Ignition** Link-up: **N**
Great looking pool game that is perhaps a little bit too complicated. **81%**

ARMY MEN: OPERATION GREEN

From: **3DO** Link-up: **Y**
Isometric toy-soldiering with heaps of different weapons and vehicles. **69%**

ATARI ANNIVERSARY ADVANCE

From: **Atari** Link-up: **N**
These dusty OAP pastimes stand the test of time well. **81%**

ATLANTIS THE LOST EMPIRE

From: **THQ** Link-up: **N**
Another addition to the tide of really pap platform games. **55%**

ATV QUAD POWER RACING

From: **Acclaim** Link-up: **Y**
Dreadful off-road racer with bad handling and graphics. **36%**

BARBIE HORSE ADVENTURES

From: **Vivendi** Link-up: **N**
Utterly rubbish in every possible way. It's just bad. A non-game. **08%**

BATMAN VENGEANCE

From: **Ubi Soft** Link-up: **N**
Slicker than The Penguin and sexier than Catwoman, superhero heaven. **87%**

BATTLE BOTS BEYOND THE BATTLEBOX

From: **Vivendi** Link-up: **Y**
A poor man's *Robot Wars*, but mostly playable offering. **60%**

BLACK BELT CHALLENGE

From: **Xicat** Link-up: **N**
This tidy dwarven bust-'em-up has cult written all over it. **78%**

BLACKTHORNE

From: **Vivendi** Link-up: **N**
Adventure filled with plenty of combat. Pretty old-school but good fun. **71%**

BLENDER BROTHERS

From: **Atari** Link-up: **N**
Sweet RPG elements plus a tasty multiplayer mode. **80%**

BOKTAI: THE SUN IS IN YOUR HAND

From: **Konami** Link-up: **Y**
Hugely inventive vampire adventure with mad light-chip feature. **88%**

BOMBERMAN TOURNAMENT

From: **Activision** Link-up: **Y**
This is one of the all-time multiplayer puzzler greats. **82%**

BOULDERDASH EX

From: **Kemco** Link-up: **Y**
Gem-bagging, rock-dodging, puzzler with strong gameplay. Top hole! **79%**

BOXING FEVER

From: **THQ** Link-up: **Y**
Good looking, but overly simplistic boxing action. Average. **54%**

BREATH OF FIRE

From: **Ubi Soft** Link-up: **Y**
Showing its years a little, but a solid and magnificently long adventure. **79%**

BRITNEY'S DANCE BEAT

From: **Ubi Soft** Link-up: **Y**
Britney. Dancing. In miniature. Just for you. What more could you want? **61%**

BROKEN SWORD: THE SHADOW OF THE TEMPLARS

From: **BAM!** Link-up: **N**
Old-school 2D adventure fun and timely cerebral refreshment. **91%**

BROTHER BEAR

From: **THQ** Link-up: **N**
Fairly poor romp based on the popular bear-themed animation. **54%**

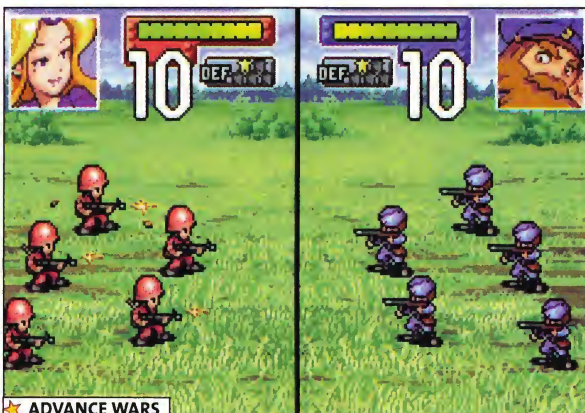
BUBBLE BOBBLE OLD AND NEW

From: **Empire** Link-up: **Y**
A couple of dinosaurs, lots of bubbles and a bunch of jumping. Great. **90%**

CAESAR'S PALACE

From: **THQ** Link-up: **N**
Gambling without money. Dull and pointless, then. **15%**

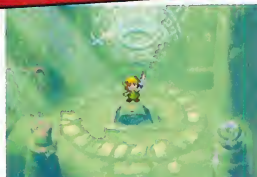
ARCHER MACLEAN'S POOL



ADVANCE WARS

→ CONNECT FIVE!

It's all too rare that you get a GBA/GameCube link-up option. So let's celebrate the best of those that made the effort...



LEGEND OF ZELDA

Publisher: Nintendo
Requires: GBA, GBA/GC Link Cable
Using the GBA, a second player can join in the GC adventure as Tingle. And though the cheeky sprite looks a bit like a cursor, it adds loads to the game. Perfect link-up.



SPLINTER CELL

Publisher: Ubi Soft
Requires: GBA, GBA/GC Link Cable
As well as some uploadable GBA levels, GC owners can use the GBA to provide an overhead vector-map and, here's a boom, use the GBA to remotely detonate 'sticky' bombs.



HARRY POTTER AND THE CHAMBER OF SECRETS

Publisher: EA
Requires: GBA, GBA/GC Link Cable
Harry fans can unlock secret areas in both the GC and GBA adventures, as well as downloading an altogether thrilling slide puzzle.



METROID PRIME

Publisher: Nintendo
Requires: GBA, GBA/GC Link Cable
Finish *Metroid Prime* and you can unlock the original NES version of *Metroid* on the GC's *Metroid Fusion*. What more could you ask for? *Metroid* is an all-time classic.



RAYMAN 3: HOODLUM HAVOC

Publisher: Ubi Soft
Requires: GBA, GBA/GC Link Cable
Ultra impressive collection of goodies including a handy ten extra maps, an extra battle and an all new four-player challenge (requires two GBAs).

CASPER

From: **Microids** Link-up: **N**
An enjoyable ghostly romp in the Lemmings puzzler mould. **75%**

CASTLEVANIA HARMONY OF DISSONANCE

From: **Konami** Link-up: **N**
Smart vampire-fest for the gamer with a gothic bent. **86%**

CAT IN THE HAT

From: **Vivendi** Link-up: **N**
Could have been amusing but sadly falls way short of the Dr Seuss classic... **40%**

CHESSMASTER

From: **Ubi Soft** Link-up: **Y**
Solid dependable chessmanship, which is earnest and oh so serious. **76%**

CHUCHU ROCKET

From: **Sega** Link-up: **Y**
Engrossing mouse and rocket puzzler that rocks in two-player. **90%**

COLIN MCRAE 2.0

From: **Ubi Soft** Link-up: **Y**
A fine rally title with added difficulty and extra hardness. **81%**

COLUMNS CROWN

From: **Sega** Link-up: **Y**
Lord alive, more Tetris-alike puzzling. Seen it, done it before. **70%**

COUNTER TERRORISM SPECIAL FORCES

From: **LSP** Link-up: **Y**
Top piece of palm-gripped actioneering. Simple blasting fun. **82%**

CRASH BANDICOOT XS

From: **Vivendi** Link-up: **Y**
Great-looking GBA debut for PS2's fox-faced bouncer. **81%**

CRASH BANDICOOT 2: N-TRANCED

From: **Vivendi** Link-up: **Y**
You've seen this sort of platform thing before, but few do it better. **81%**

CRASH NITRO KART

From: **Vivendi** Link-up: **Y**
Enormously entertaining cartoon racer with the Bandicoot at the wheel. **86%**

CREATURES

From: **Vivendi** Link-up: **Y**
This artificial Intelligence sim is repetitive but fascinating. **80%**

CROUCHING TIGER, HIDDEN DRAGON

From: **Ubi Soft** Link-up: **N**
Oriental adventure with lots of variety and little fun. Not good enough. **61%**

CRUIS'N VELOCITY

From: **Midway** Link-up: **N**
A fraction of the fun of *GT Advance* or *Mario Kart*. Dull central. **38%**

DAREDEVIL

From: **THQ** Link-up: **N**
Movie clip and Marvel art extras can't save this scrolling beat-'em-up. **54%**

DARK ARENA

From: **THQ** Link-up: **Y**
By-the-numbers first-person shootin', entertaining enough. **79%**

DAVE MIRRA 3 FREESTYLE BMX

From: **Acclaim** Link-up: **Y**
Eleven huge, good looking levels and a top soundtrack. Very good. **76%**

DEFENDER OF THE CROWN

From: **Metro 3D** Link-up: **Y**
A knights and castles-based strategy game of some distinction. **68%**

DEXTER'S LAB

From: **Bam!** Link-up: **N**
A great little platform collect-'em-up with a neat isometric perspective. **82%**

DINOTOPIA THE TIMESTONE PIRATES

From: **TDK** Link-up: **Y**
Stone-age privateering platformer that's okay for younger gamers. **68%**

DISNEY'S THE JUNGLE BOOK 2

From: **Ubi Soft** Link-up: **N**
Family-skewed pleasurement with a distinctly non-violent bent. **50%**

DISNEY'S LILO & STITCH

From: **Ubi Soft** Link-up: **N**
Cute as a baby-cuddling a kitten but a challenge to the hairiest gamer. **79%**



★ DUKE NUKEM ADVANCE

★ DONKEY KONG COUNTRY



DISNEY'S MAGICAL QUEST

From: **Nintendo** Link-up: **N**
Wholesome platforming fancy that'll put a short-lived smile on your face. **64%**

DISNEY'S MAGICAL QUEST 3

From: **Capcom** Link-up: **N**
Mickey and Donald squeak their way through a cute platform adventure. **83%**

DISNEY'S PETER PAN RETURN TO NEVER LAND

From: **Ubi soft** Link-up: **N**
The ever-youthful Master Pan's exploits are a mite on the dull side. **62%**

DISNEY PRINCESS

From: **THQ** Link-up: **N**
A collection of Princess-themed games from various Disney hits. **70%**

DONALD DUCK ADVANCE

From: **Ubi Soft** Link-up: **N**
A nice-looking, Duck-jumping, collecting endeavour. **69%**

DONKEY KONG COUNTRY

From: **Nintendo** Link-up: **Y**
DKC without any extras or add-ons. Recommended only to newcomers. **80%**

DOOM

From: **Activision** Link-up: **Y**
A faithful version of the daddy of first-person shooters. Pure brilliance. **93%**

DOOM II

From: **Activision** Link-up: **Y**
Tough, challenging shooter with an astonishing multiplayer option. **90%**

DOWNFORCE

From: **Titus** Link-up: **Y**
Surprisingly goodish F1-alike racer. Thumb-burningly nippy. **75%**

DRAGON BALL Z LEGACY OF GOKU

From: **Atari** Link-up: **Y**
With more work, this RPG could have been great. A shame. **55%**

DRAGON BALL Z LEGACY OF GOKU 2

From: **Atari** Link-up: **Y**
Better than its middling predecessor, but nowhere near *Golden Sun*. **60%**

DRIVEN

From: **Bam!** Link-up: **Y**
This isometric racer is a great racing alternative to *V-Rally*. **83%**

DRIVER 2

From: **Atari** Link-up: **N**
A PlayStation legend but GBA accident. A crushing disappointment. **48%**

DR MUTO

From: **Midway** Link-up: **N**
Mutating doctor action for those who like formulaic platforming. **57%**

DROOPY'S OPEN TENNIS

From: **LSP** Link-up: **Y**
A remarkably pleasing bat 'n' baller that's surprisingly sturdy to play. **82%**

DUKE NUKEM ADVANCE

From: **Take 2** Link-up: **Y**
Basic but enjoyable first-person shooter with lashings of humour **80%**

DUNGEONS & DRAGONS EYE OF THE BEHOLDER

From: **Atari** Link-up: **N**
Fails to deliver on the promise of the licence. Miss it. **41%**

EARTHWORM JIM

From: **THQ** Link-up: **N**

What was once a stylish platformer now looks rather dumb. Avoid. **60%**

ECKS VS SEVER

From: **Bam!** Link-up: **Y**

As a single-player first-person-shooter, this is great stuff. **88%**

ECKS VS SEVER 2

From: **Bam!** Link-up: **Y**

One of the GBA's essential titles. Arguably, the best fps on the GBA. **90%**

EGGO MANIA

From: **Tecmo** Link-up: **Y**

A *Tetris* variant incorporating a rotating egg man. Fairly unoriginal. **75%**

ESPN BASS TOURNAMENT

From: **Konami** Link-up: **Y**

Nice looking um... fish and water? Leaves you waiting for a bite. **62%**

ESPN FINAL ROUND GOLF 2002

From: **Konami** Link-up: **Y**

A decent enough golfing sim, if a little too dry to be essential. **65%**

ESPN INTERNATIONAL WINTER SPORTS

From: **Konami** Link-up: **Y**

Numerous sub-zero sports and only one of which is a button basher. **77%**

ESPN X GAMES SKATEBOARDING

From: **Konami** Link-up: **Y**

A boarding game that will make you more angry than gnarly. **60%**

EXTREME GHOSTBUSTERS

From: **Wanadoo** Link-up: **Y**

Not a terrible platformer by any means, but horribly unoriginal. **55%**

F1 2002

From: **EA** Link-up: **Y**

An attempt at hyper-speed racing that proves too difficult to play. **55%**

F-14 TOMCAT

From: **THQ** Link-up: **Y**

This flight-sim is complex, clever and involving, but use a magnifier. **72%**

FIFA 2003

From: **EA** Link-up: **Y**

The pitch is small, action fiddly. Not the beautiful game. **61%**

FIFA 2004

From: **EA** Link-up: **Y**

A well-designed footie title, but not a classic game. Give it a punt. **78%**

FILA DECATHLON

From: **THQ** Link-up: **Y**

Old-skool button-thwacking athletics game, lacks substance. **65%**

FINAL FIGHT ONE

From: **Ubi Soft** Link-up: **Y**

A decent side-scrolling beat-'em-up on a hand-held. Huzzah! **80%**

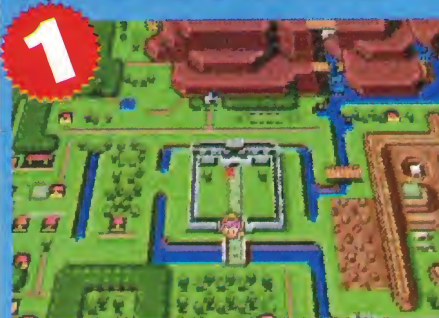
FINAL FANTASY TACTICS ADVANCE

From: **Nintendo** Link-up: **Y**

One of the best games on the GBA. Tactical fun we can't get enough of. **91%**



TOP 5 ADVENTURE



ZELDA: A LINK TO THE PAST

From: **Nintendo** Link-up: **Yes**
Half-new, half-old, all-pointy ears, all-great addition to the Zelda family. **92%**



POKÉMON RUBY/SAPPHIRE

From: **Nintendo** Link-up: **Yes**
The game of the craze is back, and better than ever. Doubters beware. **94%**



FINAL FANTASY TACTICS

From: **Nintendo** Link-up: **Yes**
The first of the series to hit GBA, but already as accomplished as they come. **91%**



GOLDEN SUN 2

From: **Nintendo** Link-up: **Yes**
A dense RPG that, like its predecessor, would put many a home console game to shame. This is a fantastic adventure game. **94%**



BROKEN SWORD: SHADOW OF THE TEMPLARS

From: **Bam!** Link-up: **No**
Cerebral entertainment of the ye olde old-school variety. As they say, if your adventure ain't broke... **91%**

FINDING NEMO

From: **THQ** Link-up: **N**

Gorgeous undersea romp for those of younger years. **75%**

FIRE PRO WRESTLING

From: **Bam!** Link-up: **Y**

Hundreds of options make this the choice for men who like spandex. **84%**



FLINTSTONES BIG TROUBLE IN BEDROCK

From: **Swing!** Link-up: **N**

Terrible, repetitive platform boredom. Leave this well alone. **23%**

FORTRESS

From: **THQ** Link-up: **N**

An ungainly twist on the *Tetris* theme. Nice idea, dodgy execution. **64%**

FROGGER ADVANCE THE GREAT QUEST

From: **Konami** Link-up: **N**

Not *Frogger* at all, but a run-of-the-mill platformer. Oppit! **44%**

FROGGER'S ADVENTURES TEMPLE OF THE FROG

From: **Konami** Link-up: **N**

Frogger's good looks and simple game-play make this easily appealing. **78%**

F-ZERO MAXIMUM VELOCITY

From: **Nintendo** Link-up: **Y**

Takes Ninty's futuristic racer a step further. A lightning-quick beaut! **89%**

GAME & WATCH GALLERY ADVANCE

From: **Nintendo** Link-up: **N**

An updated old-skool classic that's still simple, but even more addictive. **70%**

GEKIDO ADVANCE KINTARO'S REVENGE

From: **Zoo** Link-up: **Y**

A highly engrossing beat-'em-up/adventure hybrid. **86%**

GO! GO! BECKHAM

From: **Rage** Link-up: **Y**

Deeply cute Mario-esque treatment of football. One for Beckham fans. **70%**

GODZILLA DOMINATION

From: **Atari** Link-up: **N**

Uninspiring by-the-numbers beat-'em-up with a top multiplayer option. **49%**

GOLDEN SUN

From: **Nintendo** Link-up: **Y**

Stunning RPGing that's as dense as a home console adventure. **94%**

GOLDEN SUN: THE LOST AGE

From: **Nintendo** Link-up: **N**

Wonderful RPG that does all you could want and a whole lot more. Magic. **91%**

GRADIUS ADVANCE

From: **Konami** Link-up: **N**

A slick blast from the past that puts most shooters to shame. **90%**

GREMLINS STRIPE VS GIZMO

From: **Wanadoo** Link-up: **N**

Don't play this after midnight... Actually don't play it at all. **54%**

GROOVY GAMES

From: **Vivendi** Link-up: **N**

A Barbie tied-in collection of games that really do scream 'young'. **67%**

GT ADVANCE CHAMPIONSHIP

From: **THQ** Link-up: **Y**

The first and best 'realistic' racer on the GBA. Tons of tracks to unlock. **87%**

GT ADVANCE 2

From: **THQ** Link-up: **Y**

A very acceptable companion game to the original GT Advance. **84%**

GUILTY GEAR X ADVANCE EDITION

From: **BBi** Link-up: **Y**

A faithful but not a good translation of the original 2D battler. **50%**

HAMTARO: HAM-HAM HEARTBREAK

From: **Nintendo** Link-up: **N**

An endearingly sweet sort of game. Buy it for a girl... then borrow it. **79%**

HARRY POTTER AND THE PHILOSOPHER'S STONE

From: **EA** Link-up: **N**

Like the books, a gripping adventure packed with class moments. **86%**

HARRY POTTER AND THE CHAMBER OF SECRETS

From: **EA** Link-up: **N**

Very, very pleasing (but easy) rendering of J K's specy wiz. **82%**

HARRY POTTER: QUIDDITCH WORLD CUP

From: **EA** Link-up: **Y**

Clever and lots of weird fun, this is one EA sports game you'll want to see. **81%**

HARVEST MOON: FRIENDS OF MINERAL TOWN

From: **Ubi Soft** Link-up: **GC-GBA**

A slow burner. But persevere to discover one of the best games on GBA. **90%**

HOT WHEELS BURNIN' RUBBER

From: **THQ** Link-up: **Y**

No Mario beater but not without charm. 20 tracks and four modes. **72%**

HOT WHEELS VELOCITY X

From: **THQ** Link-up: **Y**

Fun, and tougher than you might think. You could do a lot worse. **75%**

HOT WHEELS WORLD RACE

From: **THQ** Link-up: **Y**
Futuristic racing with loads to do. But not quite up to taking on its rivals. **79%**

INCREDIBLE HULK

From: **Vivendi** Link-up: **Y**
Pound for pound, the best Hulk game on any console. Smashing action. **81%**

INSPECTOR GADGET ADVANCE MISSION

From: **LSP** Link-up: **N**
And Inspector Gadget's first GBA outing is... a pedestrian platformer. **70%**

INTERNATIONAL KARATE +

From: **Ignition** Link-up: **Y**
Simplistic fighting for defiant retro-heads only, please. **54%**

INVADER

From: **Xicat** Link-up: **N**
By-numbers vertical scrolling shooter in the Xevious mould. Samey stuff. **60%**

IRIDION 3D

From: **Vivendi** Link-up: **N**
The 3D graphics are quite smart but it plays like a dog. Disappointing. **68%**

IRIDION II

From: **Vivendi** Link-up: **N**
Reasonably presented top-down scrolling blaster of the old school. **48%**



INTERNATIONAL SUPERSTAR SOCCER

From: **Konami** Link-up: **Y**
Flashy football with intelligent passing that plays sweetly. **80%**

JACKIE CHAN ADVENTURES LEGEND OF THE DARK HAND

From: **Activision** Link-up: **N**
Walk right, hit blokes, make them disappear, hit new blokes. **59%**

JAMES BOND 007: NIGHTFIRE

From: **EA** Link-up: **Y**
By-the-numbers first-person shooter. Rather plain with dumb baddies. **68%**

JAMES BOND 007: EVERYTHING OR NOTHING

From: **EA** Link-up: **Y**
A load of game styles cobbled together in a fun, but unpolished game. **69%**

JAZZ JACKRABBIT

From: **Jaleco** Link-up: **N**
This big-eared scroller languishes in the good, but not great, camp. **73%**

JET SET RADIO

From: **Atari** Link-up: **Y**
Little wheels equals big fun in this rollerblading, graffiti game. **70%**

JIMMY NEUTRON BOY GENIUS

From: **THQ** Link-up: **N**
A game sorely lacking in challenge. Only fans need be interested. **57%**

JIMMY NEUTRON JET FUSION

From: **THQ** Link-up: **N**
Not the best platform game in the world. One of the worst, in fact. **54%**

JONNY MOSELEY MAD TRIX

From: **3Do** Link-up: **N**
Unimpressive skiing 'n' trix yawn-bucket. Leave it on the shelf. **59%**

JURASSIC PARK III DINO ATTACK

From: **Konami** Link-up: **N**
Gruesome controls mar this otherwise reasonable diversion. **68%**



JURASSIC PARK III DNA FACTOR

From: **Konami** Link-up: **N**
Yuck! If you enjoy playing shoddy games, this is for you. **21%**

JURASSIC PARK III PARK BUILDER

From: **Konami** Link-up: **N**
This Theme Park-inspired title is limited but tough to put down. **78%**

KAO THE KANGAROO

From: **Titus** Link-up: **N**
Another by-the-numbers platformer. As average as the GBA gets. **29%**

KARNAAJ RALLY

From: **Jaleco** Link-up: **N**
Stoopid name, rather good game. Great racing with nice visuals. **79%**

KELLY SLATER'S PRO SURFER

From: **Activision** Link-up: **Y**
Essentially Tony Hawk's on a never-ending half-pipe. Not convincing. **78%**

KIEN

From: **GMX** Link-up: **N**
A completely weirdo mix of RPG and platformer which doesn't come off. **69%**

KING OF FIGHTERS EX

From: **SNK** Link-up: **Y**
Good-looking bruiser let down because it's too damn easy. **63%**

KIRBY: NIGHTMARE IN DREAM LAND

From: **Nintendo** Link-up: **Y**
Sparkly looking day-glo cuteness and platform brilliance to rival *Mario*. **89%**

KLONOA EMPIRE OF DREAMS

From: **Namco** Link-up: **N**
Its kitty in trainers vibe belies the brain gnawing trickiness. Smart. **88%**

KONAMI KRAZY RACERS

From: **Konami** Link-up: **Y**
A decent cutesy racer, albeit one that lacks the depth of *Mario Kart*. **85%**

KURU KURU KURURIN

From: **Nintendo** Link-up: **Y**
Guide a rotating stick around mazes without touching the sides. Ace. **90%**

LADY SIA

From: **THK** Link-up: **N**
Beautifully presented platforming action with hand-drawn visuals. **80%**

→ WHATEVER HAPPENED TO?

They should have been on our A-Z, instead they're just AWOL...



MAGICAL VACATION

Coming, as it does, from Brownie Brown – the people who gave us *Secret of Mana* – you'd think this was a dead cert for worldwide release. And indeed, for a while we thought it would get one. After all it boasts the same cute-but-quirky visuals as *Mana* and a similar and rather excellent combat system. But no, once again, only Japan will get to enjoy this slice of role-playing excellence. Bahl

LEGENDS OF WRESTLING 2

From: **Acclaim** Link-up: **N**
Shocking controls and a ring full of dodderly old timers. Not gripping. **39%**

LEGO BIONICLE

From: **Lego** Link-up: **N**
LEGO is dragged into 3D, but it hardly seems worth the effort. **54%**

LEGO BIONICLE TALES OF THE TOHUNGA

From: **Lego** Link-up: **N**
Fun and big adventure, but it's hardly groundbreaking. **72%**

LEGO FOOTBALL MANIA

From: **Lego** Link-up: **Y**
There's football. There's quirkily amusing comedy football. And this. **16%**

LEGO ISLAND XTREME STUNTS

From: **Lego** Link-up: **N**
Fairly rubbishy looking and rather too easy to keep an adult brain jazzed. **54%**

LEGO ISLAND 2

From: **Lego** Link-up: **N**
Nothing outstanding, but everyone will enjoy this comical adventure. **80%**

LEGO RACERS 2

From: **Lego** Link-up: **N**
Very slick and enjoyable karting game, with plenty to do. **79%**

LION KING 1.5: HAKUNA MATATA

From: **THQ** Link-up: **N**
Light and colourful, but nothing to hold the interest of experienced gamers. **62%**

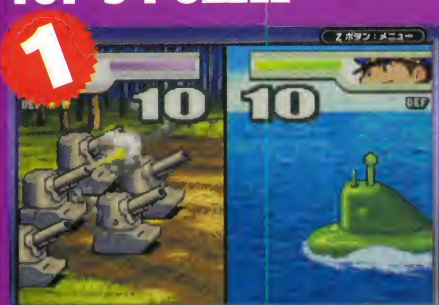
LIZZIE MCGUIRE

From: **THQ** Link-up: **Y**
Vacuous and dumb, this is a game that makes a mockery of lady gamers. **13%**

LOTR: THE RETURN OF THE KING

From: **EA** Link-up: **Y**
Entirely unremarkable and really not much fun at all. Avoid. **62%**

TOP 5 PUZZLE



ADVANCE WARS 2

From: **Nintendo** Link-up: **Yes**
So perfect, it's like playing a strategy game from the future. One to bore the grandkids with. **100%**



WARIO WARE INC.

From: **Nintendo** Link-up: **No**
Nonsense, excitable mini-games which need to go for a quiet lie down. We're glad they didn't, though. **90%**



MECH PLATOON

From: **Konami** Link-up: **Yes**
Under-rated (ie. no-one bought it) mech strategy title, that shouldn't be left out to rust. Classy! **91%**

SUPER MONKEY BALL JR

From: **THQ** Link-up: **No**
Marble Madness for monkeys. As good as it sounds, and the mini-games are bananas too. Monkey perfection. **97%**



BUBBLE BOBBLE

From: **Empire** Link-up: **Yes**
Two versions of the brilliant arcade classic plus a link cable option make this a lovely, bubbly winner. **90%**

TOP 5 SHOOTERS

1



DOOM 2

From: **Activision** Link-up: **Yes**
Superb conversion of all time-classic shooter, complete with top two-player mode. **90%**



ECKS VS SEVER 2

From: **Bam!** Link-up: **Yes**
The 'other' great FPS series on GBA, you as Ecks and your mate as evil Sever. **90%**



SPLINTER CELL: PT

From: **Ubi Soft** Link-up: **Yes**
A fantastically solid sneak-'em-up. Addictive and challenging. **89%**



MAX PAYNE

From: **Take 2** Link-up: **No**
Slow-motion gun-foolery has never rocked quite so hard. Cool, clever and brutal. Is this the best shooter on GBA? Very nearly. **88%**



METROID ZERO MISSION

From: **Nintendo** Link-up: **Yes**
A piece of Nintendo history made thoroughly modern. Shame it's not that tough though. Let's hope the next one is harder. **84%**



MEDAL OF HONOR: INFILTRATOR

MANIC MINER

From: **Jester** Link-up: **N**
Retro platforming in the make-one-mistake-and-you-die mould. **60%**

MANIC RACERS ADVANCE

From: **Konami** Link-up: **Y**
Side-on racing anyone? You'd have to be a complete maniac to buy this. **36%**

MARIO KART SUPER CIRCUIT

From: **Nintendo** Link-up: **Y**
The most fun racer ever. Mario Kart's cuteness hides a steely heart. **95%**

MARIO & LUIGI: SUPERSTAR SAGA

From: **Nintendo** Link-up: **Y**
No-one does cute, roaming adventures like Nintendo. A colourful winner. **90%**

MAT HOFFMAN'S PRO BMX

From: **Activision** Link-up: **Y**
Not quite as much fun as the board-based *Tony Hawk's*, but enjoyable. **79%**

MAT HOFFMAN'S PRO BMX 2

From: **Activision** Link-up: **Y**
Two-wheeled japes aplenty, with a slightly steep learning curve. **79%**

MAX PAYNE

From: **Take 2** Link-up: **N**
Slow-motion gun-foolery of the highest order. Cool, clever and brutal. **88%**

MECH PLATOON

From: **Kemco** Link-up: **Y**
A fantastic strategy game second only to *Advance Wars*. Complicated without being too fiddly. **90%**

MEDABOTS AX ROKUSHO VERSION

From: **Ubi Soft** Link-up: **Y**
Pokémon meets *Robot Wars* meets *Megaman*... But a disappointment. **60%**

MEDAL OF HONOR: INFILTRATOR

From: **EA** Link-up: **Y**
A solid and exciting shooter with loads to offer the military GBA owner. **89%**

MEDAL OF HONOR UNDERGROUND

From: **EA** Link-up: **Y**
A big brown misery of a game. Where did it all go wrong? **44%**

MEGAMAN: BATTLECHIP CHALLENGE

From: **Capcom** Link-up: **N**
Only obsessed Mega Man collectors will want this. Everyone else run away. **25%**

MEGAMAN BATTLE NETWORK

From: **Atari** Link-up: **N**
Imagine taking all the bad bits from a sub-par RPG. To be honest, it's dull. **35%**

MEGAMAN BATTLE NETWORK 2

From: **Atari** Link-up: **N**
An RPG/*Pokémon*-light world that just doesn't work at all. **42%**

MEGAMAN ZERO

From: **Capcom** Link-up: **N**
Looks nice, and it's challenging to say the least. Often unfairly so. **70%**

MEGAMAN ZERO 2

From: **Capcom** Link-up: **N**
More of the same side-scrolling smashing action. Adequate. **68%**

METROID FUSION

From: **Nintendo** Link-up: **N**
Arcade action fused with some corking new ideas. Fantastic fun. **85%**

METROID: ZERO MISSION

From: **Nintendo** Link-up: **Y**
A piece of Nintendo history made modern. But a bit easy. **84%**

MICRO MACHINES

From: **Atari** Link-up: **Y**
The dinky racers transfer superbly to the GBA. Suitably daffy tussling. **83%**

MIDNIGHT CLUB STREET RACING

From: **Rebellion** Link-up: **N**
Top down 2D racing that's too much trial-and-error to be successful. **60%**

NEED FOR SPEED: UNDERGROUND



MIDWAY'S GREATEST ARCADE HITS

From: **Midway** Link-up: **N**
Okay, they look crap, but these are ideal whip-out-'n'-play tests. **78%**

MIKE TYSON BOXING

From: **Ubi Soft** Link-up: **Y**
Half-arcade, half-management boxing title that doesn't convince. **53%**

MINORITY REPORT

From: **Activision** Link-up: **N**
Gun-packing platformer for fans of the flick only. And there aren't many. **68%**

MONSTER FORCE

From: **Vivendi** Link-up: **N**
A nice enough looking, kiddie-horror with just a dollop of charm. **64%**

MONSTER TRUCK MADNESS

From: **THQ** Link-up: **Y**
A half-decent racer. Pity the other half is so bog-standard. **54%**

MONSTERS INC

From: **THQ** Link-up: **N**
A big hairy side-scrolling misery. Platforming by numbers. **42%**

MORTAL KOMBAT ADVANCE

From: **Midway** Link-up: **N**
The tired Kombatants get another knuckle-dragging run out. Why? **23%**

MORTAL KOMBAT DEADLY ALLIANCE

From: **Midway** Link-up: **N**
Big ugly characters, rancid animation and awful gameplay. Nuff said. **17%**

MOTO GP

From: **THQ** Link-up: **Y**
Bi-wheeled racing with old-fashioned handling, yet worth a gander. **68%**

MOTO RACER ADVANCE

From: **Ubi Soft** Link-up: **Y**
Simplistic gameplay, perhaps, but a fine quick-fix arcade racer. **87%**

MUNCH'S ODDYSSEY

From: **THQ** Link-up: **N**
There's very little to chuckle at in this slightly tedious adventure yarn. **56%**

NAMCO MUSEUM

From: **Namco** Link-up: **N**
Four games good for their time, but their time was 20 years ago. **56%**

NEED FOR SPEED: UNDERGROUND

From: **EA** Link-up: **Y**
With some snazzier graphics this could have been a top-end GBA racer. **78%**

NO RULES GET PHAT

From: **TDK** Link-up: **N**
Feeble platformer that's a million miles away from *Tony Hawk's*. **35%**

ONIMUSHA TACTICS ADVANCE

From: **Capcom** Link-up: **N**
Awesome tactical adventure that will keep you entertained for weeks. **92%**

PAC-MAN COLLECTION

From: **Namco** Link-up: **N**
Four *Pac-Man* themed games on one cart, a retro treat. **90%**

PHALANX

From: **Kemco** Link-up: **N**
An old-skool 2D shooter resurrected for the small screen. But why? **81%**

PINBALL ADVANCE

From: **ZOO** Link-up: **N**
The nonsensical fancy that is 'pin and ball' creaks its way into the GBA. **39%**

PINBALL OF THE DEAD

From: **Kemco** Link-up: **N**
Horror-themed flipping with lovely presentation. The best on GBA. **70%**

PINK PANTHER PINKADELIC PURSUIT

From: **Wanadoo** Link-up: **N**
Great fun and appealingly cute, but just a platformer. **64%**



PITFALL THE MAYAN ADVENTURE

From: **Activision** Link-up: **N**
Another mediocre rehash of this ancient platformer. **70%**

PLANET MONSTERS

From: **Titus** Link-up: **N**
A maze-based squish-'em-up, *Planet Monsters* is a fast and competent. **78%**

POCKET MUSIC

From: **Rage** Link-up: **N**
Hardly up to studio standard, but an amusing distraction all the same. **83%**

POKÉMON PINBALL RUBY/SAPPHIRE

From: **Nintendo** Link-up: **N**
There's nothing more fun than a dose of Pokémon and there's more here. **82%**

POKÉMON RUBY AND SAPPHIRE

From: **Nintendo** Link-up: **Y**
Improved fights, epic story. A massive universe of a game. **94%**

POLLY POCKET

From: **Vivendi** Link-up: **N**
Six games feature the alliteratively named heroine, girl gamers rejoice. **70%**

POP IDOL

From: **Codemasters** Link-up: **N**
Even more tragic than the worst entrants on the TV series. Avoid. **15%**

POWERPUFF GIRLS MOJO JOJO A-GO-GO

From: **Bam!** Link-up: **N**
Horizontally scrolling shooter starring the chicks. A brave attempt. **62%**

POWER RANGERS: NINJA STORM

From: **THQ** Link-up: **N**
Terrible fighting game that didn't make us want to go on. Leave this one be. **45%**

PREHISTORIK MAN

From: **Midway** Link-up: **N**
Platformers are two-a-penny on the GBA, but this is above ordinary. **83%**

PRO BEACH SOCCER

From: **Wanadoo** Link-up: **Y**
It might irk some puritanical football heads, but this simplistic kickabout definitely delivers. **75%**

PRINCE OF PERSIA: SANDS OF TIME

From: **Ubi Soft** Link-up: **N**
This should have been one of the greats, but it's just average. No originality here. **70%**

★ PRINCE OF PERSIA



PUYO POP

From: **THQ/Sega** Link-up: **Yes**
The best Puyo game. But if you already have one, there's nowt new here. **80%**

PUYO PUYO

From: **Sega** Link-up: **Y**
A competent but rather arcane puzzler. Fine-but-dull. **75%**

RAMPAGE PUZZLE ATTACK

From: **Midway** Link-up: **N**
One of those puzzler ideas that looks great on paper only. **55%**

RAYMAN ADVANCE

From: **Ubi Soft** Link-up: **Y**
Superb to look at, but it plays like any other platformer under the sun... **80%**

RAYMAN 3: HOODLUM HAVOC

From: **Ubi Soft** Link-up: **Y**
Smart platforming stuff, but haven't we seen this before? **79%**

READY 2 RUMBLE ROUND 2

From: **THQ** Link-up: **N**
Wretched. Nasty visuals and shallow gameplay make this forgettable. **32%**

REIGN OF FIRE

From: **Bam!** Link-up: **N**
Nice ideas, but a blaster that gets smothered in a sea of mediocrity. **57%**

RIPPING FRIENDS

From: **Nintendo** Link-up: **Y**
The single-player challenge is rather easy, but will keep you laughing. **70%**

ROBOT WARS ADVANCED DESTRUCTION

From: **BBC** Link-up: **Y**
Fans of the BBC TV show will have a good time with this battle game. **80%**

ROBOT WARS: EXTREME DESTRUCTION

From: **BBC** Link-up: **Y**
Make your own robo, then make it do battle. Bearded men not included. **76%**

ROCK 'N' ROLL RACING

From: **Vivendi** Link-up: **N**
More *Micro Machines*-style action, but that's not a bad thing. **72%**

ROCKET POWER THE DREAM SCHEME

From: **THQ** Link-up: **N**
This skateboarding platformer has some ideas, but ultimately annoys. **59%**

TOP 5 FIGHTING



STREET FIGHTER ALPHA 3

From: **THQ** Link-up: **Yes**
A near flawless conversion of one of our all-time favourite fighters. And thankfully, no Kylie. **90%**



FINAL FIGHT ONE

From: **Ubi Soft** Link-up: **Yes**
Decent side-scrolling brawler from the days before *Fame Academy*. Oh, those were happy days. **80%**

TEKKEN

From: **Namco** Link-up: **No**
The PlayStation's finest 3D fighter gets its sprites but not its spirit flattened onto the GBA. **85%**



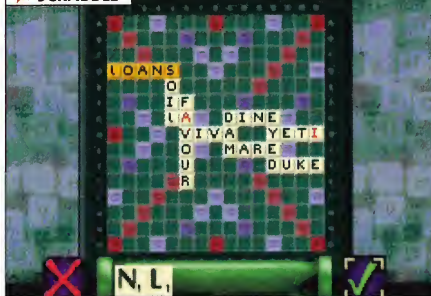
GEIKIDO

From: **Zoo** Link-up: **no**
Beat-'em-up adventure hybrid that looks as fancy as a lady in a nice dress. Well we love it anyway. **86%**

FIRE PRO WRESTLING

From: **Bam!** Link-up: **No**
Options galore and a four-player mode make this the choice of the man in the girdle. **84%**

★ SCRABBLE



RUGRATS CASTLE CAPERS

From: **THQ** Link-up: **N**
If you want a good blast, look elsewhere. A real chore to play. **75%**

SABRE WOLF

From: **THQ** Link-up: **N**
A classic old game thoroughly revamped and made to shine a second time. **85%**

SCOOBY DOO MYSTERY MANSION

From: **THQ** Link-up: **N**
A great side-scrolling platformer starring the ever-popular hound. **75%**

SCOOBY-DOO CYBER CHASE

From: **THQ** Link-up: **N**
Fails to capture the essence of the show, but there are cool mini-games. **54%**



SCOOBY DOO! MYSTERY MAYHEM

From: **THQ** Link-up: **N**
A fairly average platform adventure. Lots of fun in places, but gets dull fast. **65%**

SCOOBY DOO THE MOVIE

From: **THQ** Link-up: **N**
You'd have to be a remarkably forgiving fan to mess with this drivel. **37%**

SCRABBLE

From: **Ubi Soft** Link-up: **N**
You can't use swear words, and it has a built-in dictionary. **75%**

SECRET AGENT BARBIE

From: **Vivendi** Link-up: **N**
Barbie makes like 007. Are you man enough to be seen playing it, mind? **64%**

SHAUN PALMER'S PRO SNOWBOARDER

From: **Activision** Link-up: **N**
Not terrible, just not great. With Tony Hawk's doing the rounds. **60%**

SHINING SOUL

From: **Atari** Link-up: **N**
Diet role-playing game that concentrates heavily on fighting. **67%**

SHINING SOUL 2

From: **THQ** Link-up: **Y**
Not an essential bit of action-RPGing, but good for a few hours of fun. **75%**

SHREK HASSLE AT THE CASTLE

From: **TDK** Link-up: **N**
The strongest Shrek title available on the GBA. Still pedestrian though. **61%**

SIM CITY 2000

From: **Zoo** Link-up: **N**
One of the all-time classic games, it's just as good as it ever was on GBA. **82%**

SMUGGLER'S RUN

From: **Take Two** Link-up: **N**
A shallow representation of the early PS2 mini-hit. Redefines dullness. **29%**

SNOOD

From: **Digital** Link-up: **N**
Bust-a-Move with Snoods. Very middle-of-the-road. **58%**

SONIC ADVANCE

From: **Atari** Link-up: **N**
As sprightly a platformer as you could want. Classic Sonic. **91%**

SPEEDBALL 2

From: **Wanadoo** Link-up: **N**
The old Amiga classic. But this is nowhere as near as good. **60%**

SPIDER-MAN THE MOVIE

From: **Activision** Link-up: **N**
The best Spider-Man title on the GBA yet. Great stuff. **90%**

→ THIS MONTH'S MOST PLAYED

It's not all sitting around an office playing GBA games you know. Sometimes we go home and play GBA games, too.



1. PANDORA TOMORROW

The second *Splinter Cell* game is so slick. We played it constantly while doing our guide. **90%**



2. SUPERSTAR SAGA

You simply can't leave a Mario game unfinished. Like Sunday's roast spuds. **89%**



3. SONIC ADVANCE 3

Sonic is a god in the gaming heavens as far as we're concerned. Fast-paced fun. **88%**

SPIDER-MAN MYSTERIO'S MENACE

From: **Activision** Link-up: **N**

This is fantastic stuff, offering tons of rock-hard levels. **90%**

SONIC BATTLE

From: **THQ/Sega** Link-up: **Y**

A great idea and worth a look. Never quite hits its potential though. **72%**

SPLINTER CELL:

PANDORA TOMORROW

From: **Ubisoft** Link-up: **N**

Fantastically solid sneak-'em-up perfectly realised for the GBA. **89%**

SPONGEBOB SQUAREPANTS: SUPER SPONGE

From: **THQ** Link-up: **N**

Appalling platformer without any redeeming factors. Hate it. **20%**

SPONGEBOB SQUAREPANTS: TBFBB

From: **THQ** Link-up: **N**

Sponge antics from the TV now on your handheld. Only fun for a squeeze. **46%**

SPYRO ADVENTURE

From: **Vivendi** Link-up: **Y**

Fabulously fulsome fire-breathing romp and the best *Spyro* game so far. **92%**

SPYRO SEASONS OF ICE

From: **Vivendi** Link-up: **N**

Every bit as good – no, better, dammit – than the old PSone games. **89%**

SPYRO 2 SEASON OF FLAME

From: **Vivendi** Link-up: **N**

How they managed to cram all this into the little GBA is anyone's guess. **91%**



SSX TRICKY

From: **EA** Link-up: **Y**

A decent 'boarding game that is king of neither the tricking or the racing. **74%**

STARSKY & HUTCH

From: **Empire** Link-up: **N**

This could have been a classic racing game, but it's entirely average. **55%**

STAR WARS: FLIGHT OF THE FALCON

From: **THQ** Link-up: **N**

A shooter with you at the controls of the Millennium Falcon. Not great. **59%**

STAR WARS 2 ATTACK OF THE CLONES

From: **THQ** Link-up: **N**

Takes the GBA to the depths of a Sarla pit. Shame. **44%**

STAR WARS JEDI POWER BATTLES

From: **Activision** Link-up: **Y**

Oh how we wanted this scrapper to be good. It's not though. **65%**

STAR WARS 2 NEW DROID ARMY

From: **Activision** Link-up: **N**

Great-looking *Star Wars* fun with some nice touches. **73%**

STAR X

From: **Bam!** Link-up: **Y**

A valiant but flawed attempt to compress *Starfox* onto the GBA. **54%**

STEVEN GERRARD'S TOTAL SOCCER 2002

From: **Ubi Soft** Link-up: **Y**

Not the prettiest soccer sim, but the most playable to hit the GBA. **88%**

SUPER BLACK BASS

From: **Ubi Soft** Link-up: **N**

Drab looking angler, that aspires towards realism. Fish off! **60%**

SUPER BUBBLE POP

From: **Jaleco** Link-up: **N**

3D puzzler that's definitely no *Tetris* beater but playable enough. **47%**

SUPER BUST-A-MOVE

From: **Activision** Link-up: **N**

One of the better puzzlers available on the GBA, especially in two-player. **86%**

SUPER DODGEBALL ADVANCE

From: **Ubi Soft** Link-up: **Y**

Ball game where points are scored by hurling it at the opposition. **85%**

SUPER DROPZONE

From: **Ignition** Link-up: **Y**

Ancient *Defender*-clone with a jet packed chappy shooting aliens. **50%**

SUPER GHOULS 'N' GHOSTS

From: **Capcom** Link-up: **N**

This Capcom classic is enjoyable – but only if you're a retro head. **75%**

SUPER MARIO ADVANCE

From: **Nintendo** Link-up: **Y**

Not the all-new Mario game that everyone was hoping for, but okay. **89%**

SUPER MARIO ADVANCE 2

From: **Nintendo** Link-up: **Y**

All back to '92 for the best 2D platformer ever. **94%**

SUPER MARIO ADVANCE 4: SUPER MARIO BROS 3

From: **Nintendo** Link-up: **Y**

Fun packed brilliance made out of purest gaming gold. We love it. **96%**

SUPER MONKEY BALL JR

From: **THQ** Link-up: **N**

A brilliant conversion of the Cube classic. So addictive, so frustrating. **87%**

SUPER PUZZLE FIGHTER II TURBO

From: **Capcom** Link-up: **Y**

Not better than *Bubble Bobble*, but will keep balloon fanatics gripped. **79%**

SUPER STREET FIGHTER 2 X REVIVAL

From: **THQ** Link-up: **Y**

Like having the arcade beat-'em-up in your pocket. Still great. **90%**

STREET FIGHTER ALPHA 3

From: **THQ** Link-up: **Y**

The daddy of all beat-'em-ups. And a near-flawless conversion too. **91%**

TANG TANG

From: **Take 2** Link-up: **Y**

Tang Tang is a monster of a game, a host of bygone classics gone wrong. **45%**

TARZAN: RETURN TO THE JUNGLE

From: **Activision** Link-up: **N**

Fairly predictable platforming fare featuring Disney's vine swinger. **52%**

TEENAGE MUTANT NINJA TURTLES

From: **Konami** Link-up: **N**

Beat 'em with the shell-carrying pizza-eaters. But why hasn't it better? **39%**

TEKKEN ADVANCE

From: **Namco** Link-up: **Y**

Sprites for polygons as the PS2's benchmark battler hits GBA. Good. **85%**

TETRIS WORLDS

From: **THQ** Link-up: **Y**

It's *Tetris*, but with the Russian flavour replaced by weird 'worlds'. **56%**

THE HOBBIT

From: **Vivendi** Link-up: **Y**

A fun-while-it-lasts adventure, but it doesn't last that long. **72%**

THE INVINCIBLE IRON MAN

From: **Activision** Link-up: **N**

B-list Marvel hero in pedestrian scrolling platform game shocker! **45%**

THE JUSTICE LEAGUE: INJUSTICE FOR ALL

From: **THQ** Link-up: **Y**

DC comics trundles out heroes in this assured platforming title. **84%**



TOP 5 RACING



MARIO KART: SUPER CIRCUIT

From: **Nintendo** Link-up: **Yes**
Not only the most fun racer ever but – behind the cutesy exterior – one of the toughest. **95%**



F-ZERO: MAXIMUM VELOCITY

From: **Nintendo** Link-up: **Yes**
Much-loved future racer that will wear the skin from your shoulder button fingers. **89%**



V-RALLY 3

From: **Atari** Link-up: **No**
Atari's wonder racer sticks two fingers up at GBA doubters. A startlingly complete sim. **85%**



GT ADVANCE 2

From: **THQ** Link-up: **Yes**
The GBA's own *Gran Turismo*, this is a tidy rally title with a justly revved (sorry) two-player game. **84%**



THE LAND THAT TIME FORGOT

From: **Swing!** Link-up: **Y**
Scandalously dull platformer created off the back of a tired old licence. **21%**

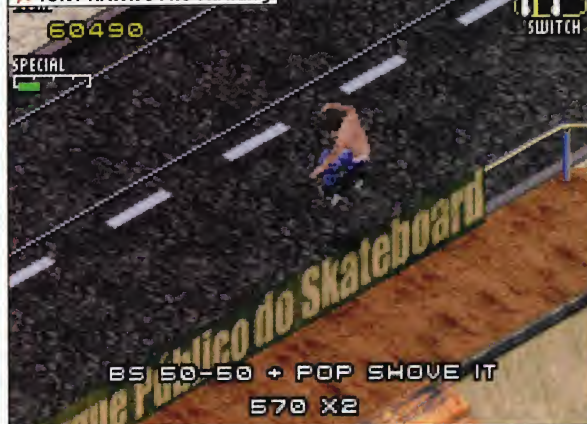
THE LORD OF THE RINGS FELLOWSHIP OF THE RING

From: **Vivendi** Link-up: **Y**
Dull for long periods, with intermittent slow fighting mixed in. **43%**

THE LORD OF THE RINGS THE TWO TOWERS

From: **EA** Link-up: **Y**
It does what it does rather well. But it's just repetitive bludgeoning. **60%**

★ TONY HAWK'S PRO SKATER 3



THE LOST VIKINGS

From: **Vivendi** Link-up: **Y**
Above-average platformer that puts you in control of Vikings. **78%**

THE MUMMY

From: **Ubi Soft** Link-up: **N**
Dumbed down platformer aimed at 'the kids.' Maggot-ridden. **51%**

THE SIMS BUSTIN' OUT

From: **EA** Link-up: **Y**
The Sims are out and about in this excellent adventure. Sit-com fun. **74%**

THE SUM OF ALL FEARS

From: **Ubi Soft** Link-up: **N**
A generic *Rainbow Six* clone with a filmic badge, but not too bad for it. **70%**

WILD THORNBERRYS CHIMP CHASE

From: **THQ** Link-up: **N**
Dubious collision detection in this ordinary platforming fare. **54%**

THUNDERBIRDS

From: **SCI** Link-up: **Y**
All the craft are here for scrolling, shooting fun. Nostalgic joy. **67%**

TIGER WOODS PGA TOUR 2004

From: **EA** Link-up: **Y**
Entirely solid and predictable golf game. Not bad for all that. **70%**

TIGER WOODS PGA TOUR GOLF

From: **EA** Link-up: **Y**
Woods' a fine golfer, but this is one shoddy piece of gaming. **35%**

TINY TOON ADVENTURES BUSTER'S BAD DREAM

From: **Swing!** Link-up: **N**
Superior running, jumping and puzzle-solving fun. **68%**

TINY TOON ADVENTURES WACKY STACKERS

From: **Swing!** Link-up: **Y**
More *Tetris*'ja vu, only this time with um... a pig in dungarees. **78%**

TOCA: WORLD TOURING CARS

From: **Ubi Soft** Link-up: **Y**
Rather too hard racer if all very nicely put together. **65%**

TOM & JERRY IN INFURNAL ESCAPE

From: **Ubi Soft** Link-up: **N**
Amusing to watch, not that great to actually play adventure. **58%**

TOM AND JERRY THE MAGIC RING

From: **Ubi Soft** Link-up: **N**
Tiresome running-and-hitting-people-with-things trial. Make it stop... **38%**

TOMB RAIDER THE PROPHECY

From: **Ubi Soft** Link-up: **N**
Lara's latest isn't terrible, but it's a lot of hard, tedious work. Sigh. **65%**

TOM CLANCY'S RAINBOW SIX ROGUE SPEAR

From: **Ubi Soft** Link-up: **Y**
Sneaky, sneaky catchy terrorist. Very good stealth-'em-up. **88%**

TOM CLANCY'S SPLINTER CELL

From: **Ubi Soft** Link-up: **N**
Excellent visuals and a range of moves elevate this to the A-list. **84%**

TONY HAWK'S PRO SKATER 2

From: **Activision** Link-up: **Y**
Still one of the best extreme sports titles to hit the GBA. **90%**

TONY HAWK'S PRO SKATER 3

From: **Activision** Link-up: **Y**
Initially tough, but soon evolves into a nose grinding car plant of a game. **93%**

TONY HAWK'S PRO SKATER 4

From: **Activision** Link-up: **Y**
The bomb-diggy. The mack-daddy. The best GBA skater by a mile. **95%**

TONY HAWK'S UNDERGROUND

From: **Activision** Link-up: **Y**
Smooth, funky – there's never been a skateboard gaming this cool. **89%**

TUROK EVOLUTION

From: **Acclaim** Link-up: **Y**
Limited and familiar action with the 'saurus assassin. Predictable. **66%**

TREASURE PLANET

From: **Ubi Soft** Link-up: **N**
Rather good adventure version of a very average cartoon film. **81%**

URBAN YETI

From: **Telegames** Link-up: **Y**
You're a yeti in this bizarre mix of a GTA and retro arcade games. **77%**

VIRTUA TENNIS

From: **Atari** Link-up: **Y**
Two-button arcade fun that's the best tennis on the GBA. **85%**

VIRTUAL KASPAROV

From: **Titus** Link-up: **Y**
Manages to infuse the dusty world of chess with some entertainment. **82%**

V-RALLY 3

From: **Infogrames** Link-up: **Y**
A stonking rally experience. This could well be the drive for you. **85%**

WARIO LAND 4

From: **Nintendo** Link-up: **Y**
Wario's GBA debut is a sublime platformer, but on the easy side. **90%**

WARIO WARE INC.

From: **Nintendo** Link-up: **Y**
More mini-games than you'd ever want – and then some more! **90%**

WHO WANTS TO BE A MILLIONAIRE?

From: **ZOO** Link-up: **Y**
Worth a punt for knowledge-o-holics, but most will tire of the formula. **67%**

WINTER X GAMES SNOWBOARDING 2

From: **Konami** Link-up: **Y**
Ropy animation and fiddly controls render this a disappointment. **44%**

WOLFENSTEN 3D

From: **Bam!** Link-up: **Y**
Virtually identical to the ageing PC duffer – it just doesn't cut it no more. **52%**

WORMS WORLD PARTY

From: **Atari** Link-up: **Y**
Little worms. In armies. With guns. A true gaming classic. **83%**

WWE THE ROAD TO WRESTLEMANIA X8

From: **THQ** Link-up: **Y**
You like wrestling? You like GBA? What are you waiting for? **78%**

WWF ROAD TO WRESTLEMANIA

From: **THQ** Link-up: **Y**
Stylistically, RTW is impressive, but it plays like a damp squib. **64%**

XXX

From: **Activision** Link-up: **Y**
Movie licence that's nice to look at, but you'll complete it in a weekend. **64%**

YU-GI-OH: THE ETERNAL DUELIST SOUL

From: **Konami** Link-up: **Y**
Fanboy collectable card game made game. Niche, to say the least. **60%**

YU-GI-OH! W/CHAMP TOURNY 2004

From: **Konami** Link-up: **Y**
So few frills even full-on Yu-gi-oh! fans might feel short changed. **63%**

YOSHI'S ISLAND MARIO ADVANCE 3

From: **Nintendo** Link-up: **Y**
When there's a gaming museum, Yoshi's will take centre stage. **95%**

ZELDA: A LINK TO THE PAST

From: **Nintendo** Link-up: **Y**
Half-new, half-SNES conversion, this adventure yarn remains a classic. **92%**

ZONE OF ENDERS: THE FIST OF MARS

From: **Konami** Link-up: **Y**
Nothing like the PS2 game but it's

WE'VE PLAYED IT!

HALO 2

Hot new shots and first impressions!

SCORCHING NEW GAMES!

THE GETAWAY 2 METROID PRIME 2

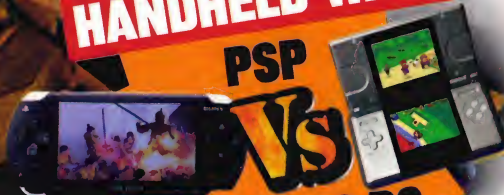
HALF-LIFE 2 ▶ KILLZONE ▶ DOOM 3
ADVANCE WARS: UNDER FIRE
PRINCE OF PERSIA 2
FINAL FANTASY 12
SUPER MARIO 64x4
TEKKEN 5 ▶ GT4
DEVIL MAY CRY 3
TIMESPLITTERS 3
AND MORE!

WORLD'S FIRST SHOTS!

**GRAND CHIEF
AUTO
San Andreas**

**All you need to know
EXPOSED INSIDE!**

HANDHELD WAR!



NINTENDO DS

The games, the specs, the lot!



HOT NEWS E3 SPECIAL

>> GOLDENEYE: ROGUE AGENT

We're not expecting you, Mr Bond! First-person action where YOU play the villain - catch the first shots and intelligence!

>> METAL GEAR SOLID 3

Played! New screens, new characters and new features revealed in our MASSIVE hands-on show report!

>> LOTR: THE THIRD AGE

One game to rule them all! Build your own fellowship and traverse the trilogy in this hot new RPG - read all about it!

>> SPLINTER CELL 3

It's coming! Digest our stealthy diet of first screens and info, only in GMI!

SHOCK! ALL-NEW LINK ON CUBE!

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5864 TIPS!
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page 88 **CRACK THE TOUGHEST MISSIONS WITH OUR SNEAKY GUIDE!**

SPLINTER CELL: PANDORA TOMORROW

One of the finest stealth games ever made translates brilliantly into one of the best GBA games. With its cleverly constructed challenges, laser traps, mines, lock-picking, thermal scopes and so on, it's the ultimate test of stealth and cunning. But it is unusually difficult. Delivering nine large and unforgiving levels, *Pandora Tomorrow* is going to push you to the limit. That's why we're providing you with this guide to the hardest levels in the game. Starting on the Saulnier Cryogenic mission our guide will take you right through to the end of the game providing help if and when you should need it. Happy hunting!



ADVANCE CHEATS page 86

THE LATEST CHEATS AND TIPS



- ▶ HARVEST MOON: FOMT
- ▶ YU-GI-OH! WCT 2004
- ▶ SONIC BATTLE
- ▶ MAX PAYNE

ADVANCE CHEATS

Our all-new Advance Cheats section brings you the latest cheats, hints and tips for the hottest GBA games!

HARVEST MOON: FRIENDS OF MINERAL TOWN

Sneaky tips and secrets from this cute farming game!



LIMITLESS POWER BERRIES

When you use your Mystic Hoe at full strength to plough the fields you can collect power berries until you have more than your usual allowance. It also occurs if you plough inside the caves too.

FISH FOR GOLD

Use your cursed level six fishing rod at mineral beach to catch some bonuses. In the Summer you might get a rare pirate item worth 10,000 gold. In the Autumn, it could be a rare ancient fossil worth 5,000 gold.

GAMECUBE CONNECTIVITY BONUS

Mountain cabin
Stay married for 50 years.
Seaside House
Get 42 Connectivity Stars from the Goddess.



MAX PAYNE

Unlock weapons, ammo and much more.

UNLOCKABLES

Complete the game through once to unlock the following:
All weapons
Infinite ammo
Super Cop
DOA
New York Minute.
Once unlocked you can toggle these cheats on and off in the cheat menu.

SONIC BATTLE

A mountain of passwords for the speedy hog...

SONICTEAM BUILDING PASSWORDS.

Enter the following passwords at the Sonic Team building in Emerl's Story.

Password	Card Obtained
alogK	Amy Combo card
EkiTa	Chaos Combo card
ZAhan	Cream Combo card
tSueT	E-102" Combo card
yU3Da	Knuckles Combo card
AhnVo	Rouge Combo card
Armla	Shadow Combo card
75619	Sonic Combo card
OTROI	Tails Combo card

GERALD'S JOURNAL

Beat story mode with each character. If you then beat that character's story again you'll get part of Gerald's Journal. Remember the actions stated below refer to playing the character's story through a SECOND time.

Journal Entry	Action
1	Beat Sonic's Story
2	Beat Tail's Story
3	Beat Rouge's Story
4	Beat Knuckle's Story
5	Beat Amy's Story
6	Beat Cream's Story
7	Beat Shadow's Story
8	Beat Emerl's Story

UNLOCK GREEN HILL ZONE

Complete Story Mode with all characters.

UNLOCKABLE CHARACTERS

Unlock these characters during the Story Mode.

Character	Action
Chaos	Defeat Chaos in Emerl's Story.
Gamma	Defeat Gamma in Story Mode.

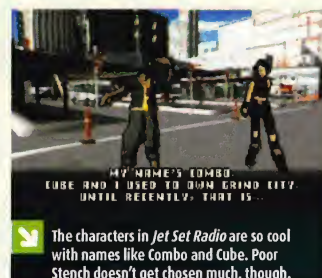
MINI-GAMES

Unlock Mine Hunt
Complete Knuckle's episode in Story Mode.

Unlock Fly and Get
Beat Tails' section in Story Mode.

Unlock Speed Demon
Complete Shadow's episode in Story Mode.

Unlock Treasure Island
Complete Amy's episode in Story Mode.



JET SET RADIO

Loads of unlockables for this classy skater.

POISON JAM

Attain Jet Ranking on all Kogane-Cho levels.

LOVE SHOCKERS

Attain Jet ranking on all Shibuya-Cho levels.

UNLOCK NOISE TANKS

Attain Jet ranking on all Benten-Cho levels.

PROFESSOR K

Play the game and finish the final stage. Save your game and you should now be able to choose Prof K as a playable character.

CHANGE SEGA INTRO

Switch on the GBA then keep bashing the A button until the Sega logo appears. A voice will scream "Sega" instead of the regular utterance.

YU-GI-OH! WORLD CHAMPIONSHIP TOURNAMENT 2004

All the extras you could want for the unstoppable Yu-Gi-Oh!

ALL CARDS

Beat every opponent 20 times. Once done go to the title screen and press L, R, Select, A, B, Left, Right, Up, Down, Start.

VIEW STAFF CREDITS

If you've seen the Staff Credits once already, press Up, Up, Down, Down, Left, Right, Left, Right, B, A at the selection menu to view them again. What a thrill!

UNLOCK BOOSTERS

Unlock the following Boosters by scoring ten wins against the specified Duelist:

Blue Millennium Booster

Beat Rare Hunter 10 times

Blue Premium Booster

Beat Yami Yugi 20 times

Blue/Green Millennium Booster

Beat Strings 10 times

Dark Ruler Hades Booster

Beat Bandit Keith 20 times

Gold Millennium Booster

Beat Odion 10 times

Green Premium Booster

Beat Simon 20 times

Guardian Sphinx Booster

Beat Pegasus 10 times

Jinzo Booster

Beat Weevil 10 times

Orange Premium Booster

Beat Yami Marik 20 times

Pink Premium Booster

Beat Yami Bakura 20 times

Purple Millennium Booster

Beat Umbra and Lumis 10 times

Purple Premium Booster

Beat the Duel Computer 20 times

Red Millennium Booster

Beat Arkana 10 times

Relinquished Booster

Beat Rex Raptor 10 times

The Masked Beast Booster

Beat Maku Tsunami 10 times

Thousand-eyes Restrict Booster

Beat Bonz 10 times



If card-collecting is your thing, Yu-Gi-Oh! is the place to do it. And this is where to collect cheats for it.

Toon Summoned Skull Booster

Beat Espa Roba 10 times

Yamata Dragon Booster

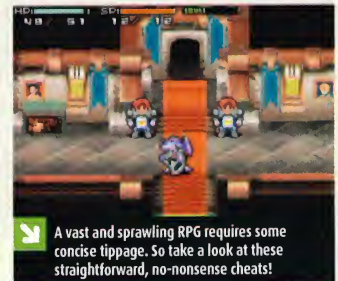
Beat Joey Wheeler 10 times

Zombrya the Dark Booster

Beat Mai Valentine 10 times

UNRESTRICT CARDS

Get every card in the game to complete it 100%. You can now unlock the restricted cards if you so choose.



A vast and sprawling RPG requires some concise tippage. So take a look at these straightforward, no-nonsense cheats!

SHINING SOUL II

Masses of codes and passwords for this RPG.

CHEAT CODES

Sound Mode

At the Sega screen press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left. Then at the title screen highlight any mode, hold Start and press A

Advanced Mode

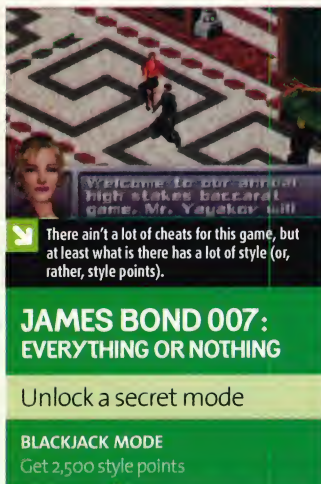
Complete the game with any character then select Completed Character to access Advanced Mode.

Secret Character

Complete the game with any character then when you go back in to create a new file you'll find a selectable Black Mage character.

Sega Message balloon

At the temple of light, sacrifice the letters of the word SEGA to get a message balloon.



There ain't a lot of cheats for this game, but at least what is there has a lot of style (or, rather, style points).

JAMES BOND 007: EVERYTHING OR NOTHING

Unlock a secret mode

BLACKJACK MODE

Get 2,500 style points

METROID: ZERO MISSION

Masses of cheats for this classic Nintendo blaster...

ENDINGS

In order to unlock and view all the endings, you must do the following things:

Red top Samus in bar

Finish game in under 2 hours. 100% on Normal.

Red top Samus in city

Finish game over 2 hours. 100% on Normal or Hard.

Red top Samus looking over city

Finish game in under 2 hours. 100% on Hard.

Red top Samus near window

Finish game under 15% on Normal.

Full armour Samus

Finish game on Easy, over 4 hours and above 15% on Normal or Hard.

Full armor Samus, close-up

Finish game below 15% on Hard.

Blue jumpsuit Samus

Finish game under 2 hours. Above 15% on Normal and Hard.

Samus watching sunset

Finish game in 3 hours. Above 15% on Normal or Hard.

UNLOCKABLES

Fusion Gallery

Link to Metroid Fusion

Gallery

Finish the game once.

Hard Mode

Finish the game on Normal.

Original Metroid

Finish the game once.

Sound Test

Finish the game once on Hard.



If card-collecting is your thing, Yu-Gi-Oh! is the place to do it. And this is where to collect cheats for it.

Time Attack

You can unlock this by beating the game once and starting a new game with a completed save file. The timer and items collected are on the Map Screen.

SECRETS

Harder Final Boss

You'll almost certainly find the final Boss quite easy to kill, requiring only around five direct Super Missile hits to defeat. If, however, you manage to complete the game having collected all the items (that's 100% completion), the Boss will be much tougher. About three times tougher, in fact. He'll also be a lot more effective when he attacks.

Unlock Time Attack Mode

Choose the green and yellow Samus symbol then press A. When Start Game appears press Up, Left, Right, then Down and a New Time Attack option appears.



Struggling with the rock hard later levels of this classy stealth game? We have the answers...

SPLINTER CELL: PANDORA TOMORROW

The thing is, if you already own *Pandora Tomorrow*, you're already stuck. We know this because we've just gone through whatever it is you're going through right now. The screaming, the cursing, the pulling out of hair. It's a tough game alright. That's why, when we took a look at our tips section and saw six pages waiting to be filled, we could think of nothing better to fill them than a guide to this excruciatingly difficult game. We do expect some effort from you, though, so we've assumed you've gotten yourself through the easier levels and we're going to pick up the action at Saulnier Cryogenics.



SAULNIER CRYOGENIC

OBJECTIVES

- Access Storage facility
- Get to the body processing room
- Find Francis Coldebeuf and get his cell phone
- Escape Saulnier Cryogenics

Access Storage Facility

First go left and shoot the camera and take out the guard. Go past the stack of boxes. Go through the B3 door to take out a camera then get the ammo. Come back out and continue past lockers and take out the next two guards. Shoot the camera and go past the lift, take out the next guard, go left and climb over the

wall. Take out the guard, go left and get ammo from behind the lockers. Enter the door under the camera, take out the camera inside, take out the guard and you can collect the red key card. Come out and go back right until you get to the lift. Use it to go up to the second floor. Ignore the lift to the right and go right taking out the guard and climbing over the wall. Take out the next guard and use the computer to unlock the door. Go through and go right avoiding the camera. Use the computer to shut down security. Now go back to the lift you ignored and go up to the third floor.

Go left, shoot the first guard, take out the camera and then grab the second guard from behind and use him to unlock the door. Drop the guard and use the door. Watch the camera and when safe hide behind the curtain. Sneak left and grab the guard and use him to get the computer code. Use it on the computer. Go right back to the lifts and use the left one up to the fourth floor.

Go left, take out the guard and enter the door near the vending machines. Watch the camera, go left and deal with the guard. Use the computer to shut down security. Go back out and go right, over the wall, past the dead cameras, past some shelves and over another wall. Take out the guard, go right and through the door. Go right and you'll find a door for which you need the yellow key card. Use a flash grenade on the guards and take out the camera (then the guards). At the lift, use your sticky cam to see the camera and guard on the next floor then time your entry into the lift so you can take out both. On the next floor go left to the dark area, activate thermal vision to see the

lasers and crouch to get past them. Go through the door, avoid the camera and grab the guard to get the computer code. Drop the guard and use the computer. Exit the room, go back under the lasers. Keep going right past a door, past boxes, take out two guards and enter the door at the end. Go left, take out the camera and open the safe to get the yellow key card. Now head back to the lift, go up, go left and open the yellow card door. Go right and use thermal vision again to see the lasers blocking you. Enter the door, wait for the camera then grab the guard to get a computer code. Drop the guard, shoot the camera, jump and use the pipe to get over some lasers, drop and take out a second guard then use the computer. Now get back out and go safely along the corridor now the lasers are off.

Jump up to the pipe. There are two guards and a camera here. You need to drop onto one of the guards, then grab the one that's facing the other way in order to use him to open the door. Tricky. Go through the door, go left, take out the guard and use the computer.

Get to the body processing room

Go left past the frozen bodies then use the overhead pipe to take out the green guards. Go left over the wall, take out the guards then go through the door. Shoot the guard on the right get the green card. Go left, watch the camera and use the computer. Go left into the dark area, take out the guard, get the ammo, go left and you'll get to some lasers. Use the pipe to get over the first, drop down and roll





under the other two, go left over the wall and drop to take out the guard. Use the curtains here to hide and time your attack on the next guard. Move him away then go take out the next two guards. Go left and go through the green card door.

Find Francis Coldebeuf and get his cell phone

Watch the camera, go left all the way, take out all the guards and use the lift. Activate thermal vision, avoid the guard and roll under the lasers. Shoot the guard then use the pipe to avoid more lasers. Drop and go right over a wall, keep going, taking out guards then grab and use the last guard to open the door. Go through and keep going right taking out guards and avoiding cameras then use the pipe to reach Coldebeuf. Grab him to get the cell phone.

Escape Saulnier Cryogenics

This is a walk in the park so we'll leave you to escape and meet up with Coen.

JERUSALEM

OBJECTIVES

- Get across the market undetected
- Find Dahlia's house
- Take pictures of Dahlia

Get across the market undetected
Go right and grab the man to discover how to disarm turrets (green wires first, red second). Go right going behind the signs when necessary. The blue guards take a bit of killing so try to grab attack or

drop attack them instead. Go behind the taxis, take out the next enemy, climb the pipe then lift your legs to avoid the turret. Go to the other side of the balcony. Continue on and take out the red bloke near the taxi. Get the grenade box and ammo. Approach the two turrets, climb the pipe and move along to get on the platform above the garage door. Wait for the blue bloke to get between the turrets then drop attack him. Take out the right turret and go right. Go down the alley.

Find Dahlia's house

Go right, onto the pipe and climb up. Jump onto the platform making sure you don't end up hanging or the turret will get you. Jump across the platforms, take out the turret then drop down and take out the blue enemy. Continue right taking out blue guys by running at them.

Near the taxi are two blokes who get together and talk to each other. Here you need to hide behind the boards while they're talking. When they separate, sneak out staying by the wall then get up onto the platform above the door. When they come back to talk again drop attack them making sure you time it so that the camera isn't watching. Then take out the camera. Go right, climb up a pipe then take out the next bloke. As long as you land behind the turret you can take it out and keep going to get to an alley.

Go right and get the grenades from behind the taxi. Climb on the taxi and get up onto the ledge. Shoot the camera then go through the door into Dahlia's house.

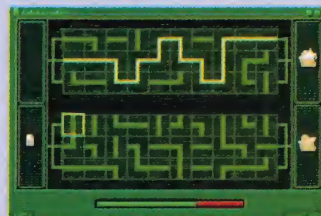
Take pictures of Dahlia

Jump across the series of balconies and

go right onto the pipe. Climb up onto the awning then drop down onto the balcony when the camera is not watching. Wait for the camera then get onto the next platform then onto the pipe. There's a turret up ahead so you can, if you want to, go along the pipe and use the balconies to get across, taking a few hits from the turret. Alternatively drop down to street level and make your way right taking out the guards as you go. It's up to you. Make your way to the end of the area then go through the gate.

Time to make like David Bailey and take some photographs. There are four buildings in which you must get a photograph of Dahlia with the mercenaries. Move the camera around then use R to zoom in and B to take the picture. You need to take the shot when both targets are together in the frame and talking to each other. The game will let you know when the shot is good. If not keep trying. When you've got 11 four shots it's the end of the mission.

OK, just to let you know, we're going to take a slightly different approach from here on in. The fact is, the levels get very long and we're limited for space so we'll be describing only the trickiest parts now. Bear in mind, though, that you should by now have had plenty of experience of how to take out guards, avoid cameras, dodging lasers and the like. So just apply everything you've learned so far and refer to these tips only if you get really stuck.



Selecting the right characters for your battles is going to be something to keep you very busy indeed.

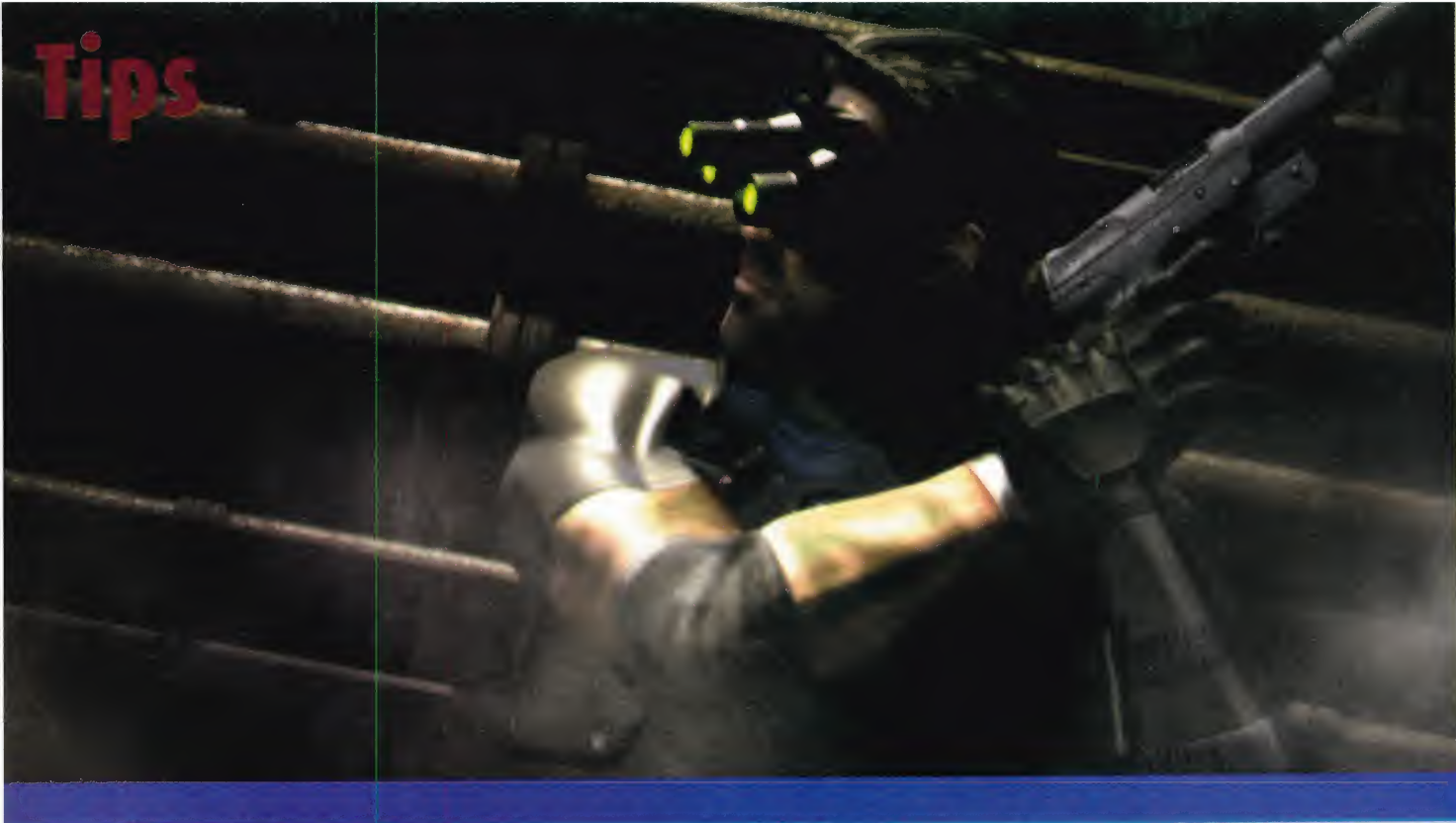


It's all about light and shade. So hide in the shade and then knock this bloke's lights out. Sneaky, perhaps, but that's the point.



First take out the camera so it can't see your dirty deeds, then give the guard a right pasting without being caught.





WAREHOUSE

OBJECTIVES

- Rendezvous with Dahlia at Shoshana Storage
- Cross the warehouse and protect Dahlia
- Get the ND133 from the Syrians
- Follow Dahlia and exit with the ND133
- Kill Dahlia
- Escape through the mined backyard

Rendezvous with Dahlia at Shoshana Storage

You can't kill anyone in this level either so go right, take out the camera, hide yourself behind the fence then sneak out and grab the red bloke to get info on disarming turrets (yellow then blue wires). Keep going, get up onto the pipe then when the two guys come together drop down to take them both out at once. Go right and take out the camera

then continue right to finish this bit.

Cross the warehouse and protect Dahlia

After talking to Dahlia follow her past the birds and take out the cameras. At the electrical posts hide, then follow Dahlia. Be careful when Dahlia stops to talk then continue on and hide behind more fences and sneak past the camera. When Dahlia stops at the turret climb up the pipe, take out another camera then drop and take out the turret. Follow Dahlia past two more cameras then meet her at the wooden gate.

Get the ND133 from the Syrians

Go right and shoot the light. Use your thermal vision to spot mines. Make your way to the door and go through. Go right and sneak up on the bad guy then continue on, use the pipe and drop attack the next bloke. Keep going taking out cameras until you reach the safe. Open the safe to get a red card. Now go back and out of the door. Carry on right past the automatic door and use the pipe to get past the turret. Take out the bad guy then take out the turret. Go through the red card door, go past the cameras then use the computer. Go back out and to the door by the turret.

Get back to the automatic door, use it then go right past two cameras then use thermal vision to get past the lasers and go through the door at the end. Go right, take out the two cameras, go under the laser then take out the turret. Use the safe to get the security card. Go back out avoiding the lasers. Go left, take out the lights, sneak behind the turret and go left. Take out one of two bad guys and grab the other to get a security code then continue on and go through the door. Now there's a section in which you have to avoid a series of lasers, doors and so on until you reach a computer.

Open the safe to get the security card now head back to the two

previously locked doors. Go to the first door you came to and enter. Use thermal vision, go left and jump over the lasers. Crouch under the third laser and use the computer to switch off the next set of lasers. Go left go through the exit door to find a room full of lasers and mines so use your thermal vision to get through to the door at the end of this section.

Follow Dahlia and exit with the ND133

Outside the warehouse you need to get past the windows. Only go past when no-one can see you. Go right, drop down and shimmy across the ledge to the turret. Watch the camera then pull up behind the turret. Keep going right then rappel down from the chimney. Drop down, use thermal vision to see the mines then shimmy past them, a turret and more mines. Go up at the next chimney then rappel down. Keep going in this way until you meet Dahlia. Now just follow Dahlia until the end of the objective. Nice.

Kill Dahlia

Follow Dahlia and, after she's had a conversation, Lambert will tell you to kill her. Run after her, take out the camera, then keep pursuing her until you can take her out with your rifle.

Escape through the mined backyard

Activate thermal vision, go right, take out the camera and go up using the pipe to avoid the mines. Continue on avoiding mines and lasers until you reach the door at the end of the level.

SHIPYARD

OBJECTIVES

- Meet Shetland to get the FDF



- Trail Sodono
- Infiltrate the shipyard undetected
- Open the freezer to rescue Singh

Go right past a camera and you'll see green guys with flame throwers so keep a distance. Ammo is at a premium too so go easy. Go right, get on the pipe and avoid the turret then drop attack the bad guy. Go right past the crates dealing with enemies as you go, then enter the door under the camera to get some ammo from the safe. Come out and go right, take out the turret, go right to the end and climb up the pipe.

Go left, take out the guard then get on the pipe above. Go along the pipe avoiding the camera then drop down at the end and go left avoiding another camera. Take out the three guards then get up on the pipe to take out the camera. Go left behind the crates to get a flash grenade then continue left past two turrets. Sneak under them then past the next guard then get up on the pipe. Keep going then drop down behind the turret next to the bicycle and go through the door.

Take out the camera then use the pipe to get past the two turrets. At the next area drop attack the guard, take out the camera then climb up the ladder. Watch out for the turret above you then go right. Take out the guard then get on the pipe to take out the camera. Go right past the crates then go through the door beneath the turret.

Go right to the dark area and take out the camera. Take out the guard and go up the ladder. Shimmy left along the ledge then take out the guard. Continue left through the door then use the computer. Go to Shetland to get the FDF frequency then go through the door.

Trail Sodono

Go left past the crates then take out the guards and a camera. Go left to a dark

area then take out the camera. Take out the guard and go up the ladder. Watch the turret then make your move and take out the guard. Hang off the ledge and shimmy past the turret then climb back up and continue right. Take out the two guards then go right. Go through the door, take out the guard and get the health. Come back out and activate thermal vision.

Watch out for the mines, hang down and shimmy past the air duct then when you see the grenades pull up and get them, then drop back down. Carry on to the door and enter. Take out the camera, take out the guard and go right. Go past two more cameras then enter the door at the end.

Go right, take out the two guards and the camera then get onto the pipe to avoid the turret. Cling onto the over head pipe and get past the camera. Once over on the right drop down, take out the turret, the camera and the guard. Go right, take out the guard then at the door you can spy on Sodono.

Infiltrate the shipyard undetected

Get over the containers and across this lengthy section until you eventually enter the building.

There's loads of ammo in here if you search for it. Go left avoiding the camera and the wall turrets. Take out the guards as you go (drop attacking if you're low on ammo) and you'll get red key card from the last guard. Get back outside then find the lamppost you saw outside earlier and head right.

Take out the camera, climb up the containers then avoid the guard. Climb up the pipe, move along the pipe then drop onto a platform. Take out the guard (enter the building if you want health) then go right onto another platform and avoid the turret. Use the pipe to get to another platform, shimmy past the camera then open the door.

Proceed taking out the bad guys, take out the camera then sneak behind the metal sheets before climbing up the crates. Use the pipe to get past the turret then open the safe to get grenades. Drop attack the guard, take out the camera then go through the door at the end. Drop and grab the ledge and shimmy across. Pull up and take out the guard, get onto the next pipe, take out the camera, drop down then get onto the ladder. Two guards and a turret will cause you problems here so, take out a guard, use the pipe to get past the turret. Use the next pipe to get to the other guard, take him out then take out the turret. Open the safe to get the yellow key card then head all the way outside.

Now head all the way to the yellow card door and enter it. Go left, take out the guards and avoid the turrets. At the end take out the guard and go up the ladder. Get past the turrets then get off the ladder go left and shimmy along the ledge. Use the pipe to get over two turrets then keep going until you get past the wall. Keep going in this way avoiding turrets and guards until you reach the safe from which you can





obtain the green key card. Go down the ladder and out the door. You will already have seen the green key card door so make your way all the back over to it (avoiding all the hazards that that entails) and enter the door.

Like the section where you had to take photographs, this time you have to kill people. Shoot the guards in the head so they can't retaliate and use the A button to move the crosshair around quickly because you only have two minutes to sort this bit out.

Open the freezer to rescue Singh

Go right past the two cameras and the guard. Climb over the crates and go right past the open door. Take out the guard then avoid the next two turrets. Climb up the crates then shoot the guard when he approaches. Get up on the pipe and you'll see the freezer door below. Carry on along the pipe then drop down behind the guard and grab him. He'll tell you which turret wires to cut. Go right to the end of the room past a turret and go up the ladder. Once off the ladder shimmy across the ledge and pull up. Take out the camera and the guard then go left past a turret. Get on the pipe, take out the turret then drop down and go through the door at the end.

Go right past the two turrets and take out the guard. Go right to another room. Avoid the guard and get onto the pipe. Move between the two turrets then drop attack the guard when he's below you. Shoot the two cameras, disarm the turret (it's a special turret that requires a lot of disarming) then use the computer.

Now make your way all the way back to the freezer door and go in. Approach Singh and talk to him to get an access sequence. Go right, take out a camera, avoid the turrets then continue on right to use the computer. Go through the door to finish the mission.

jump down to the left and use a flash grenade to take out the bloke on the left. Now go back and grab the other guy and use him to operate the panel. Next go down the ladder. Activate thermal vision then sneak past the turret. Go left sneaking under the lasers and jump over the mines. Go past the mines then go up against the wall to sneak behind the turrets. Take out the left one and continue on under more lasers. Sneak past the mines to the ladder and go up taking out the two bad guys. Use the second guy to give you the security code then go and use the computer.

Go left into the next room and you'll see lasers down below. Use the pipes to get across and drop attack the bad guys. Take out the camera then use the pipe to get past the lasers. Drop down and sneak past the reactors to reach the computer. Use it, then take out the camera and activate thermal vision to see the lasers. Shoot the bad guy on the other side of the lasers then head back to where you entered this area. Go down the ladder, turn on thermal vision and go left through a series of mines, laser and turrets to another ladder which leads up to where you recently shot the bloke on the other side of the lasers. There's another bad guy here too so time your ascent up the ladder so you can take him and the camera out. Go left into the command center, take out the bloke and use the computer.

Escape the submarine

Time to get up and out of this sub. Take out the camera the go up the ladder. There are four bad guys up here so get up on the pipe and drop attack one of them.

SUBMARINE

OBJECTIVES

- Access the SISSIXS in the command center
- Get out of the submarine

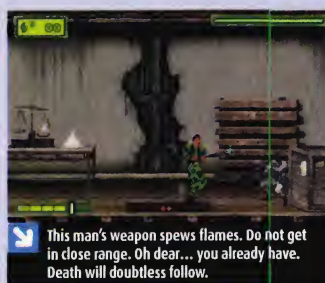
Access the SISSIXS in the command center

Go right, get onto the ladder and go down into the sub. Go left onto a pipe then drop attack the bad guy. In the next room shoot the light and take out the bad guy. Use the computer then go back out and go right.

Use the overhead pipe, take out the camera then, when two bad guys come together drop attack the third guy. Get back on the pipe go over the lockers and take out the other two bad guys. Take out the camera then go up the ladder to get on the next pipe. Take out two more bad guys then take out another camera, get the ammo and go right.

There's more pipe climbing and drop attacking to be done until you reach a turret. Get past it then when you get to a ladder enter the room on the right to get ammo and grenades. Now go down the ladder to the lower sub levels.

Go down the ladder a little then





Use a flash grenade then hurriedly take out the other (no good advice here, just slaughter them as rapidly as possible). Carry on up the ladder then get out of the sub and onto the dock. You're done.

TV STATION

OBJECTIVES

- Infiltrate the TV Station
- Rendezvous with Ingrid
- Escort Ingrid and trail her to Sadono's
- Destroy the power generator
- Take Sadono alive
- Take Sadono to Karlthson

Infiltrate the TV Station

Go right and shoot the camera. Go over the boxes then get onto the pipe to avoid the turrets. Get past the next two cameras, past a TV station sign and another turret into the next area. Activate thermal vision to see the mines and continue on taking out the cameras as you go until you reach the next area.

Avoid the turrets and the mines until you reach the pipe at the end. Climb up it to the floor above where you'll find yourself in the shadows. There are lots of armed guards here but you can evade them by hiding in the shadows behind the lockers. At the end of the area go through the door to finish the objective.

Rendezvous with Ingrid

Go left and take out the two bad guys near the lift. Use your camera to check out the area above then use the lift when it's safe and go right. Go over the boxes then go through the door and use the computer. Exit again and use your thermal vision before heading left eventually going past the lift. Grab the last guy here to get an access code then go through the door and use the computer. Head back to the lift and use your sticky cam to look at the floor below.

There's a guard there so use the lift and shoot him quickly when you arrive. Go left, take out the guard then go through the door to meet Ingrid.

Escort Ingrid and trail her to Sadono's

Ingrid follows you but due to the high number of enemies it's worth getting behind her and letting her do a lot of the dirty work. Just keep going taking out cameras and so on until you reach Studio 4. Enter it and go left. Grab the bad guy to get an access code. Use the computer then continue through the studio until you reach two guards and a computer. Take out the camera then take out the guards. Use the computer to open the door then head back outside.

Destroy the power generator

Once Ingrid has departed go right and take out the camera. Watch the turret then take out the two bad guys. Enter the door use the safe to get the flash grenades. Go right and go down the pipe until you see the turret, jumping off when the turret can be avoided. There are three bad guys next so first take out the camera then use the wall to get stealthy and grab a guard from behind to get a security code. Take down the other two guards then continue left to the next area. Activate thermal vision to see the lasers. Crouch under them then go through the door and use the computer.

Go back out and go left avoiding the lasers and camera then use the pipe. Drop down then avoid more lasers before reaching the next area. Avoid the lasers until you see a guard under a camera. Run and jump over the last couple of lasers and grab the guy to make him give you a security code. After taking him out take out the camera and go through the door. Use the computer to shut off the lasers blocking the generator then go back out and go left avoiding more lasers. Use the door to the generator room. Activate both towers and escape.

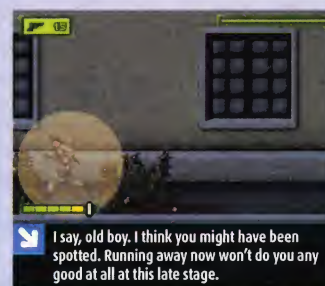


Take Sadono alive

Activate thermal vision so you can see the mines then jump over them and use the pipe to climb up. Take out the turret at the top then go left and into the door. On seeing you Sadono heads off to trigger the alarm. Trying to stop him is pointless so just bite the bullet and proceed to take out the armed guards who appear after the alarm is triggered. Once clear, go through the door and knock Sadono out before he triggers another alarm.

Take Sadono to Karlthson

Leave Sadono where he is for the moment and go right clearing the way of enemies and avoiding turrets. When the way is clear come back and start dragging Sadono's body. The turrets are the only problem here so make sure you time your dragging and eventually you'll meet up with Coen. Your work is done!



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OFF CUTS

THE BEST OF THE REST FROM THE ADVANCE MAILBOX

I'm an older gamer (I hope you don't have rules against that sort of thing) and over the years I've noticed that most consoles hang around for about five years before they die (I've owned SNES, N64... the lot). The original Game Boy hung around even longer than that, I think. So how come not long after GBA comes out we get a better GBA SP and now, not long after that, we'll be getting Dual Screen? Have I wasted my money on my GBA SP, or what?
Colin,
Exeter

PS You're mag is very good, even for relatively 'old' gamers like myself!

Hooray for older gamers, we say. We've got a couple of the creaking old fools shuffling around the *Advance* office, just in case we ever need some ancient gaming info dredged up from history. Anyway, we're not sure how reliable your five year rule is, but we take the point. The DS does seem to be following the SP awfully quickly. However, as we explain in our news feature on page 14, the DS will have two slots for game paks - one for GBA games and one for new DS games - so no money has been wasted on your old games. You'll just need to spend a bit more on the new machine. Plus it won't be out until next year so you've still plenty of time to enjoy your SP yet.

Will there be a *DS Wars* or *Advance Wars 3*?
JACK

No news of either as yet, but *Advance Wars: Under Fire* is coming out on GameCube next year if that's any good?

Why do Nintendo keep on making sequels?
TOM
Dunno. Good though, aren't they?

So much is going on in the world of GBA that our brains are throbbing with unimparted knowledge. Help us release the pressure. Questions, WE NEED QUESTIONS!

DUAL RATINGS

Hi *Advance*. Seeing as the new DS is coming out are you gonna start rating DS games too? Also I quite like the look of RPGs (I haven't got one yet) but there aren't many on GBA. When will we see more games like *Superstar Saga* eh? Lastly I would like to say that your magazine is the best game rating magazine and you help gamers use their money wisely.
PIOTRUS WATSON,
LONDON



We don't really need to make a decision yet on whether to review DS games (seeing as it's not out until next year). But put it this way, it would be very odd for a bunch of Nintendo-mad gamers like us not to take an interest in a new console. Make of that what you will. As for RPGs, why not try the *Shining Force* game reviewed over on page 42. Better still check out *Shining Soul 2* which scored 75% last issue. And there are several more listed in our Directory starting on page 76.

TURN ON THE WIRELESS

Hello *Advance* people (or whatever it is you call yourselves). I've heard about Nintendo's new wireless *Pokémon* games and was wondering why it's only those games that are wireless. Does this mean that if any other wireless games come out they'll cost more because they have to build in the wireless stuff every time? It seems like a waste of time and money. Any ideas what the truth is?

DANIEL
BRISTOL



You may refer to us merely as 'The Advanced'. No, we're just kidding. Call us what you

like as long as it's not something that you'd hear on *Big Brother* after the 9pm watershed. The truth about wireless GBA gaming is that, in fact, a separate wireless adapter comes bundled with *Fire Red* and *Leaf Green* which will then be used with other forthcoming wireless titles. And there are half a dozen or so in the pipeline. However, it will only work with specially programmed games and will not, sadly, operate as a link-cable on all your existing GBA games. Another company, Majesco, is bringing out a wireless adapter that works with any game with a link-up mode (hurrah!) but will not work with the games made for Nintendo's own wireless adapter (boo!). How complicated is that?

SONIC ADVENTURES

Seeing as we've had practically every old-style Sonic game ever made on GBA now (or will have after *Sonic 3*) is there any chance we'll be getting the 3D Adventure versions? After all they came out on Dreamcast. There's a couple of the Cube. There's even one on PC for heaven's sake. So come on Sega, how about completing the set.

KEITH,
SWANSEA



Well, Keith, far be from us to speculate on what goes on behind closed doors at Sega or THQ but we suspect that Sonic's 3D outings would be stretching the GBA just little too far. What we really need is a handheld console that can easily handle something of the quality of, say, *Mario 64*. A machine with two screens perhaps... Hmmmm... Anyway, for the moment, enjoy *Sonic Advance 3* cos it's a blinder.



WRITE IN AND WIN!

Got something to say? Then say it! Send us your musings and not only could your prose appear in the pages of what is, undoubtedly, the world's premier Game Boy Advance magazine, but you've got a chance of winning a stack of wondrous goodies, too.

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NEXT ISSUE

HUGE REVIEW

BANJO PILOT

The maddest racing game ever to hit GBA is almost ready for take off. Be here for our MASSIVE review next issue!



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Tony Hawk's Underground
Treasure Planet
Yu-Gi-Oh! Sacred Cards
Yu-Gi-Oh! World C. Tour '04
Yu-Gi-Oh! World Wide Ed.
Zelda: A Link to the Past
Zelda: Links Awakening DX
Plus Many More...

X-BOX

Agent Under Fire
Amped Snowboarding
Arx Fatalis
Azurik: Rise of Perthia
Backyard Wrestling
Blackstone: Magic & Steel
Blood Omen 2
Blood Wake
Broken Sword 3: S. Dragon
Buff 2: Chaos Bleeds
Castle Wolfenstein, Ref. to
Championship Manager '02
Colin McRae Rally 4
Combat Elite: WWIII Parats
Dark Angel, J. Cameron's
Deus Ex: Invisible War
Driver 3*
Enter the Matrix
Fight Night 2004
Fire Blade
Freestyle Metal X
Full Spectrum Warrior*
Grand Theft Auto 3
Grand Theft Auto: Vice City
Gun Metal
Halo
Hitman 2: Silent Assassin
Hitman 3: Contracts
House of the Dead 3
Indiana Jones: Emp.'s Tomb
Italian Job: L.A. Heist
Jedi Knight 2: Jedi Outcast
Jurassic Park: Op. Genesis
Knights of the Old Republic
Legacy of Kain: Defiance
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: T. Towers
Mafia
Manhunt
Medal of Honor Frontline
Metal Arms: Glitch in System
NBA Live 2004
Need for Speed Undergrnd
NFL Street
Ninja Gaiden
Phantom Dust
Prince of Persia: S. of Time
Project Gotham Racing
Project Gotham Racing 2
Project Zero
Rainbow Six 3
Raw 2, WWE
Return to Castle Wolfenstein
Sea Blade
Secret W. Over Normandy
Sega GT 2002
Shenmue 2
Simpsons: Hit & Run
Sims: Bustin' Out
Splinter Cell
Splinter Cell 2: P.Tomorrow
SSX 3
Star Trek: Shattered Gal.
Star Wars: Clone Wars
Star Wars: Knights Old Rep.
Suffering
SWAT: Global Strike Team
The Suffering
The Thing
The Two Towers
Thirteen
Tiger Woods Golf 2003
ToeJam & Earl 3
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
Van Helsing
World Championship Rugby
007 Everything or Nothing
Plus Many More...

PS2

Age of Empires 2
Alias
Athens 2004
Broken Sword 3: S. Dragon
Buff 2: Chaos Bleeds
Conflict: Desert Storm 2
Die Hard: Vendetta
Disgaea: Hour of Darkness
Driver 3*
Dynasty Warriors 3
Enter the Matrix
Escape from Monkey Island
Fallout: Brotherhood of Steel
FIFA 2004
Fight Night 2004
Final Fantasy X
Freedom Fighters
Getaway
Ghost Hunter
Gran Turismo 3
Gran Turismo 4 Pro. Ed.
Gran Turismo 4*
Grand Theft Auto 3
Grand Theft Auto: Vice City
Harry Potter & Pof Azkaban
Headhunter: Redemption*
Hitman 3: Contracts
Indiana Jones: Emp.'s Tomb
Iron Storm*
Jak 2: Renegade
Largo Winch
Legends of Wrestling 3*
LMA Manager 2003
LMA Manager 2004
Mafia
Manhunt
Mat Hoffman's Pro BMX 2
Medal of Honor Frontline
Metal Gear Solid 2
MX Unleashed
Need for Speed Undergrnd
Need for Speed: H.Pursuit 2
Primal
Prince of Persia: S. of Time
Pro Evolution Soccer 3
Rainbow Six 3
Ratchet and Clank 2
Red Dead Revolver
Res. Evil: Code Veronica X
Richard Burns Rally*
Rise to Honor
R-Type Final
Secret W. Over Normandy
Silent Hill 3
Simpsons: Hit & Run
Sims: Bustin' Out
Soul Reaver 2
Sphinx & Cursed Mummy
Splinter Cell
Star Trek: Shattered Univ.
Stuntman
Suffering
Syphon Filter: Omega St.
Teenage Mut. Ninja Turtles
The Fast and the Furious*
The Getaway
The Sims: Bustin Out
The Suffering
Time Splitters 2
Tom Clancy's P.Tomorrow
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Van Helsing
Way of the Samurai 2
X-Files: Resist or Serve
Yu-Gi-Oh! Duellists of Roses
Plus Many More...

GAME CUBE

A = 01
Ace Golf
Aggressive Inline
Animal Crossing
ATV Quad Racing 2
B = 02
Baldur's Gate: Dark Alliance
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Bayblade
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
BloodRayne
Buff 2: Chaos Bleeds
Bulletproof Monk*
Burnout
C = 03
Capcom vs. SNK: EO
Chamber of Secrets
Code Veronica X
Conflict: Desert Storm
Conflict: Desert Storm 2
Crystal Chronicles
D = 04
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Die Hard: Vendetta
Disney Sports Football
Double Dash, Mario Kart
Dragon Ball Z: Budokai
Dredd vs Death
E = 05
Eighteen Wheeler
End Game
Enter the Matrix
Eternal Darkness
Euro 2004
Everything or Nothing: 007
F = 06
FIFA 2004
FIFA 2003
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Freedom Fighters
F-Zero GX
G = 07
Gladius
Goddess Reborn
Godzilla: Destroy all Monst.
H = 08
Harry Potter & Ch. of Secrets
Harry Potter: Quidditch Cup
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin
Hobbit
Hulk
Hunter: The Reckoning
I = 09
Ikaruga
Incredible Hulk
J = 10
James Bond 007: Nightfire
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Judge Dredd: Dredd vs Death
K = 11
Kirby's Air Ride
L = 12
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of Time
Leg. of Zelda: Wind Waker
Leg. of Zelda: Majora's Mask
Legends of Wrestling 2
Lord of the Rings: R. of King
Lord of the Rings: T. Towers

Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 13
Magical Mirror
Majora's Mask
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Arms: Glitch in System
Metal Gear Solid: T. Snakes
Metroid Prime
Minority Report
Mission Impossible: O.Surma
Mortal Kombat: Deadly All.
N = 14
NBA Street Volume 2
Need for Speed Undergrnd
Nightfire
O = 15
Ocarina of Time: Master
007 Nightfire
P = 16
PGA Tour 2004
Phantasy Star Online
Pikmin
Pikmin 2*
Pokemon Channel
Pokemon Colosseum
Prince of Persia: S. of Time
R = 18
Rayman 3
Rebel Strike, R. Squadron 3
Reign Of Fire
Res. Evil Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rogue Leader
Rogue Ops
S = 19
Samurai Jack: Shad. of Aku
Sands of Time, P. of Persia
Sanity's Requiem
S'Bob S'Pants: R.F. Dutchman
Scooby Doo: Night of 100 F.
Scorpion King
Scream Arena, Monsters Inc
Sega Soccer Slam
Shrek: Extra Large
Silent Assassin, Hitman 2
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Spirit Dimensions
Splinter Cell
Splinter Cell 2: P.Tomorrow*
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader

Starfox Adventures
Starsky & Hutch
Streets of L.A.: True Crime
Suffering
Sum of All Fears
Summoner Goddess Reborn
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Swingerz Golf
Sword of Vengeance
T = 20
Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
Ten-Eighty Avalanche
The Fellowship of the Ring
The Haunted Mansion
The Hobbit
The Hulk
The Italian Job: L.A. Heist
The L. of Zelda: Majora's M.
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Matrix
The Reckoning, Hunter
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Twin Snakes
The Two Towers
The Urbz*
Theme Park Adventure
Thirteen
Throwdown, UFC
Tiger Woods Golf 03 & 04
Time Splitters 2
Toadstool Tour
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution
U = 21
UEFA Euro 2004
Underground, N. for Speed
V = 22
Viewtiful Joe
W = 23
Wario World
Warzone, Smuggler's Run
Whirl Tour
Wolverine's Revenge
World Cup 2002
Worms 3D
Wreckless: Yakuza Mission
WWE Wrestlemania X8
WWE Wrestlemania XIX
X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Y = 25
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
007 Ev'ning or Nothing
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